MODERN-ORC

What is this?

Modern-ORC is made up of two parts:

Chapter One is the modern-world skills, careers, equipment, advantages and disadvantages found in In Dark Alleys minus all the supernatural-stuff. In other words, it's all the stuff one would need to play a mundane, real-world, modern-day ORC game.

Chapter Two is Organic Rule Components, the ruleset found in all Vajra Enterprises Role Playing Games, including Fates Worse Than Death, Tibet and In Dark Alleys. ORC was designed specifically:
-To have every rule work from the same basic mechanic.
-For dramatic, character-centered, ultra-realistic play.
-To allow character classes that are realistically flexible.
-To allow scaled complexity (so if a PC wants to cook something it takes a simple roll, but if a PC is hacking a computer he or she has several strategies and possible modifiers).
-To have combat be realistically lethal and give players many real-life strategies.

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Chapter One - Character Creation

Step One - Character Concept

Character Creation in Brief

Step 1 – Character Concept: Your idea of the character: name, appearance, drives, etc.

Step 2 – Attributes: Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 Bonus Point).

Step 3 – Day Job: Choose occupation. This sets income and cost for mundane skills. Some occupations cost or give Bonus Points.

Step 4 – Skills: Spend 100 Skill Points, skill costs set by Day Job. Can buy 1 to 5 levels of any skill.

Step 5 – Equipment: Buy stuff with money from Day Job. Can't buy illegal things without the Black Market skill.

Step 6 – Bonus Characteristics: PC starts with neutral balance. Advantages must be balanced out by disadvantages. Max. 30 BP of disads.

Step 7 – Character Advancement: Use XP to gain experience levels and improve the PC.

Advanced Character Creation

The order of character creation steps listed here is recommended for people not yet completely familiar with the character creation system. Advanced players may want to take it in a different order, e.g. start with bonus characteristics, then day job, then skills and equipment, then attributes. Although not as simple, taking character creation out of order can be more flexible.

Using Bonus Points

PCs start with 0 Bonus Points (BPs). In order to buy something that **costs** BP the PC must choose some other character creation option that **gives** BPs.

Things that can give or cost BPs include: optional Advantages and Disadvantages particular to some Day Jobs and all the Advantages and Disadvantages in the Bonus Characteristics section.

For more on using Bonus Points, see Bonus Characteristics, p.44.

In Brief: Your idea of the character: name, appearance, drives, etc.

First, create a character concept. Character concept includes name, gender, appearance, history, personality and motivation. The GM may ask you the following questions to get a better sense of who your character is. Even if he or she doesn't ask these questions, it is a good idea that you know the answer to them.

Family- Where is the PC's family? Who are they and what do they do? What is the PC's relationship with them?

Gender/Sex- What is the PC's gender and sexual preference? Is the PC looking for any kind of long-term relationship, and if so then what kind? What does the PC find attractive in a man/woman? Does the PC have any kinks? Does the PC ever wish to have children?

Ethnicity- What is the PC's ethnic background? What kind of connection does the PC have to this background?

Personal History- Where did the PC grow up? What kinds of things did the PC do? What kind of people did the PC associate with? What fortunes and misfortunes befell the PC?

Appearance- What does the PC look like and how does the PC tend to dress? What message, if any, does the PC try to send with his or her personal style?

Step Two - Attributes

In Brief: Split 80 points between 8 attributes (min 1, max 20). Choose optional sub-attributes (costs or gives 1 Bonus Point).

Characters have 10 points per attribute (80 points, total) to distribute between the eight attributes listed below.

1 represents as low as the attribute can get without the person being actually disabled.

10 represents the average for a healthy young adult.

20 represents the highest a person can achieve without special training.

You must spend at least 1 point on each attribute and can spend a maximum of 20 attribute points on any attribute. Later character creation options can subsequently increase an attribute to more than 20 or reduce it to less than 1. If a character buys 20 Strength with attribute points and then takes an advantage which gives her +5 Strength, she will have 25 Strength. GMs must define the effects of negative attributes (for instance, -5 Strength may mean that the character can not move or even breathe unaided).

Agility (AGY)- This represents limberness, coordination, balance and speed of physical reactions. Agility is used when a character needs to move silently, keep his or her balance, scale a wall or get through a small space.

Awareness (AWR)- This represents the ability to notice things. This is not the acuity of one's senses, but the ability to be aware of important details. Awareness is used whenever characters need to notice a clue, avoid an ambush or sense attempts at mental manipulation.

Charm (CHM)- This represents likeability, social presence, persuasiveness and ability to read people. Charm is used when a character needs to put on an act, convince an audience or seduce someone. Just as Intelligence doesn't represent cleverness, charm doesn't prevent a character from saying something that gets the group in trouble or saying something that saves the day.

Endurance (END)- This represents stamina for intense physical exertion as well as the body's ability to fight disease and resist toxins. Endurance is used when a character needs to hold his or her breath, go on a long hike or survive a serious illness.

Sub-Attributes

This is an optional way to give even more depth to your character. You can choose to have the PC be very good or very bad at one specific aspect of an attribute. Say, for instance, a PC is not very strong (5 Strength) but his profession causes him to use his hands a lot so the player wants the character to have strong hands. For one extra attribute point the PC will have +3 to any Strength roll using hands alone. For an opposed strength roll to keep a hold of something, for instance, the PC would have 8 Strength. The PC might also want a bad back (-3 Strength) which would give one attribute point but the PC would have only 2 Strength for lifting and carrying objects. Available sub-attributes are listed below each attribute.

Sub-Attributes can not be used to raise an attribute to more than 20 or reduce it to less than 1. Sub-Attributes move with the attributes, so if the character in the preceding example works out and increases his Strength by 7 (to 12 STH) he would now have 15 STH with his hands and 9 STH with his back.

AGY:

Good/Poor Balance: ±3 to any save vs. loss of balance.

Good/Poor Precision: ±3 to any roll which involves manipulation of small objects.

Good/Poor Climbing: ±3 to any climbing roll.

Good/Poor Prowling: ±3 to any prowling roll.

AWR:

Good/Poor Introspection: ±3 to any AWR roll to notice anything going on in the character's own head.

Good/Poor People Sense: ±3 to any AWR roll to notice what people are doing, not doing or saying (this does not include sensing people prowling).

Good/Poor Back Watching: ±3 to any AWR roll to notice anything happening behind the character.

Good/Poor Detail Sense: ±3 to any AWR roll to notice small details on/in something the character is observing.

CHM:

Good/Poor Self-Confidence: ±3 to first impression rolls to present himself or herself as self-confident.

Friendly/Unfriendly: The character is ±3 to all first impression rolls to present himself or herself as a friendly or likeable person.

Good/Poor Seduction: ±3 to any seduction roll.

Good/Poor Actor: ±3 to any acting roll.

Good/Poor With Children: ±3 to any CHM roll involving children.

Good/Poor With Animals: ±3 to any CHM roll involving animals.

Good/Poor With Authorities: ±3 to any CHM roll involving people in positions of power.

Good/Poor With Plain Folk: ±3 to any CHM roll involving people who consider themselves simple or average.

Good/Poor With Outcasts: ±3 to any CHM roll involving people who consider themselves to be at the bottom of the social ladder.

END:

Good/Poor With Heat: ±3 to any save vs. heat exhaustion.

Good/Poor With Cold: ±3 to any save vs. hypothermia.

Good/Poor At Disease Contraction: ±3 to any save vs. disease contraction.

Good/Poor At Fighting Off Diseases: ±3 to any save vs. disease progression.

Good/Poor Lung Capacity: ±3 pooled END when the character is holding his/her breath.

Intelligence (INL)- This represents the speed at which the mind reacts, ability with abstract thought, learning, creativity and memory. Intelligence is used when a character wants to perform a knowledge based skill, understand a complicated philosophical text or win at a strategy game. Intelligence is not cleverness or wisdom: any PC can come up with a clever plan or completely miss the obvious no matter what their intelligence.

Speed (SPD)- This represents the ability to run and leap as well as the damage a character can do with a kick. The character's kick can do the following blunt damage:

SPD	1-5	6-15	16-19	20-30	31-40	41-50	51+
DMG	½ blunt	1	1½	2	3	4	5

Strength (STH)- This represents upper body strength as well as the character's strength of grip and back muscles. A character would use strength to yank away someone's weapon, lift a heavy object or do damage with hand-to-hand weapons. Characters with high or low strength get plusses or minuses with blunt weapons as follows:

STH	1-5	6-10	11-15	16-25	26-30	31-40	41+
+ to DMG	-1	0	+1	+2	+3	+4	+5

The character's punches do the following blunt damage:

STH	1-5	6-10	11-15	16-25	26-30	31-40	41+
DMG	0	½	1	2	3	4	5

Willpower (WIL)- This represents the ability to resist emotions, discomfort and psychological manipulation. Will would be used to control emotions, resist pain, stay conscious or battle against mind control.

Health Attributes

Characters also have 12 points to divide up between three additional attributes: Body, Blood and Incapacity (minimum 1, maximum 6).

Body Points (BDY) represents the amount of blunt damage a character can take before they start losing Blood Points (when all BDY is gone, blunt weapons do double their normal damage to BLD).

Blood Points (BLD) represents the amount of damage characters can take to their vital systems (heart, blood supply, etc.) before they are mortally wounded. When all BLD is gone, damage is done to INCY.

Incapacity (INCY) represents the character's ability to act even after taking fatal injuries. After a mortal injury, damage is done to INCY (END is also lost). When a character's INCY reaches 0, he or she becomes incapacitated, unable to fight or perform any other useful action. See the section on Health Attributes (p.60) for more information.

Sub-Atttributes (continued)

INL:

Quick/Slow Thinker: ±3 to any roll based on the speed of mental reaction (not including combat).

Good/Poor Memory: ±3 to any roll to remember or memorize something.

Good/Poor Skepticism: ±3 to any roll to figure out illusion, hallucination, forgery, etc.

SPD:

Good/Poor Jumping: ±3 to any jumping roll.

Good/Poor Kicking: The character does kick damage as if they had ±3 SPD.

Good/Poor Long-Distance Running: ±3 to SPD when the PC is running long distances.

Good/Poor Sprinting: ±3 to SPD when the PC is sprinting.

STH:

Good/Poor Back: ±3 to any STH rolls to lift heavy objects.

Good/Poor Hands: ±3 to any STH rolls using only the character's grip.

Good/Poor Bulk: ±3 to any STH roll using the whole weight of the character's body (e.g. a football tackle, knocking down a door, etc.)

Good/Poor Punching: The character does punch damage as if he or she had ±3 STH.

WIL:

Good/Poor With Addiction: ±3 to any WIL roll to resist psychological addiction or drug cravings.

Good/Poor With Drug Effects: ±3 to any WIL roll to save vs. drug effects.

Weak/Strong Stomach: ±3 to any save vs. nausea.

Good/Poor With Distracting Pain: ±3 to save vs. distracting pain (see p.59).

Good/Poor With Shocking Pain: ±3 to any save vs. shocking pain (see p.59).

Good/Poor Temper: ±3 to any save vs. anger.

Good/Poor Sense of Self: ±3 to any opposed WIL vs. WIL roll.

Step Three - Day Job

In Brief: Choose occupation. This sets income and cost for mundane skills. Some occupations cost or give Bonus Points.

Choose one of the following Day Jobs. This is what your character does to make a living. It sets the PC's starting money, income and skill costs for mundane skills. Some Day Jobs have no point cost. Some cost or give Bonus Points, the same as advantages or disadvantages (see Bonus Characteristics, p.44).

Most jobs have advancement levels listed. This means you can buy a higher status within the profession (e.g. start the game as a senior partner in a law firm rather than a legal secretary who takes law classes on the side). Advancement is bought with Bonus Points like an advantage (see p.44). Or, you can buy the advancement during game play with XP (Experience Points, see p.54). The BP cost listed for advancement is the number of Bonus Points you must spend during character creation to go from 0 levels of advancement to that level. The XP cost is the number of Experience Points you must spend during game play to step up to that level from the previous level of advancement.

Example: *Tim is a cop (Day Job: Law Enforcement Professional). The player wants Tim to start the game as a detective, so spends 8 BP to have Tim start at Advancement 2. During the course of game play, however, the player decides to make Tim the police chief. To do this the player must spend 25 XP to move Tim up to Advancement 3, then another 25 XP to move Tim up to Advancement 4.*

Day Jobs

Alternative Health (0)	Performer (2)
Boring Customer Service Job (-1)*	Pilot (2)
Boring Factory Job (-2)*	Politician (4)
Boring Field Job (0)	Privileged (8)
Boring Office Job (0)	Professor (2)
Business Owner (0)	Religious Professional (2)
Career Criminal (7)	Reporter (4)
Child Care (0)	Researcher (4)
Computer Tech (2)	Retired (0)
Creative (2)	Security Professional (4)
Dangerous Field Job (0)	Sex Industry Worker (0)
Driver (0)	Social Worker (0)
Homeless (-8)*	Student (0)
Homemaker (0)	Trendy Customer Service Job (1)
Investigator (4)	Ward (-4)*
Law Enforcement Professional (10)	Welfare (-2)*
Legal Professional (2)	
Medical Professional (2)	

*These Day Jobs give BP as Per disadvantages.

Alternative Health

0 BP

Description: The PC is an herbalist, massage therapist, acupuncturist, personal trainer, psychotherapist, hypnotherapist, drug abuse counselor, etc.

Income: $2,500 to start and $100/wk.

Perks: Meet a lot of people.

Drawbacks: No authority within the official 'medical' system.

Advancement 1 (2 BP or 10 XP) $150/wk., PC is a senior in the clinic/office/gym.

Advancement 2 (4 BP or 10 XP) $200/wk., PC is head of a clinic, works reduced hours.

Free Skills: Choose from Acupuncture (2) OR Herbal Medicine (2) OR Hypnosis (2) OR Physical Therapy (2) OR Psychotherapy (2).

Skill Costs: ACAD 5, ATHL 5, CMBT 15, CRTV 5, CRIM 15, TECH 8, INVS 10, LABR 6, MEDI 5, PEOP 7, TRAD 5

Boring Customer Service Job

Gives 1 BP

Description: The PC works in retail, a restaurant, answers phones or some other job where he or she has to deal with customers all day long.

Income: $2,000 to start and $75/wk.

Perks: PC is lower-middle class, has some opportunities for advancement.

Drawbacks: 8 hours a day in which the PC gets nothing useful or interesting done. If the PC misses more than 15 days of work in a year the PC will be fired. PC is often exposed to crazies and assholes.

Advancement 1 (1 BP or 10 XP): $100/wk., manager (in addition to the annoying customers, the PC must deal with annoying employees).

Skill Costs: ACAD 6, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 5, MEDI 7, PEOP 7, TRAD 7

Boring Factory Job

Gives 2 BP

Description: The PC goes to a factory every day, does some sort of repetitive manual labor for 8 hours, and then comes home.

Income: $1,250 to start and $50/wk.

Perks: None.

Drawbacks: 8 hours a day of boring, tiring, often smelly and occasionally dangerous work. The PC is exhausted (-4 END) at the end of the day. If the PC misses more than 15 days of work in a year the PC will be fired.

Advancement 1 (1 BP or 10 XP): $100/wk., supervisor.

Skill Costs: ACAD 6, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 4, MEDI 7, PEOP 7, TRAD 7

Boring Field Job

0 BP

Description: The PC goes out every day and fixes things, installs things, checks on things, takes things away, etc. Examples include: postal carrier, plumber, gardener, maid, insurance appraiser, construction worker, real estate agent.

Income: $2,000 to start and $75/wk.

Perks: PC is lower-middle class, has some opportunities for advancement.

Drawbacks: 8 hours a day of tiring work which leaves the PC exhausted (-2 END) at the end of the day. If the PC misses more than 30 days of work in a year the PC will be fired.

Advancement 1 (1 BP or 10 XP): $100/wk., supervisor.

Skill Costs: ACAD 5, ATHL 7, CMBT 14, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 4, MEDI 7, PEOP 7, TRAD 7

Boring Office Job

0 BP

Description: The PC goes to an office everyday, does some stuff with paper, phones and/or a computer, then goes home.

Income: $2,500 to start and $100/wk.

Perks: PC is middle class, has some opportunities for advancement and medical insurance.

Drawbacks: 8 hours a day in which the PC gets nothing useful or interesting done. If the PC misses more than 30 days of work in a year the PC will be fired.

+2 BP for **Telecommuting** (PC spends most days working from home and can choose how to manage his or her time).

Advancement 1 (2 BP or 10 XP): $150/wk., PC has a senior position.

Advancement 2 (4 BP or 10 XP): $200/wk., PC is middle management.

Advancement 3 (6 BP or 10 XP): $300/wk., PC is department head.

Advancement 4 (8 BP or 10 XP): $500/wk., PC is a chairperson.

Skill Costs: ACAD 5, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 6, INVS 10, LABR 5, MEDI 7, PEOP 7, TRAD 7

Business Owner

0 BP

Description: The PC is the sole proprietor of a small business, e.g. a used bookstore, locksmith, restaurant, portrait studio, music lessons, etc. The PC has, at most, a few part-time, minimum-wage employees.

Income: $2,500 to start and $100/wk.

Perks: Freedom to manage own time.

Drawbacks: Must work very hard or the business will go bankrupt.

+4 BP for **Useful Inventory** (PC makes or carries something that may be useful in an adventure, e.g. reproduction medieval armor, occult books, bondage gear).

+2 BP for **Home Office** (PC runs the business from home and can choose to work at any time of day).

Advancement 1 (2 BP or 15 XP): $200/wk., PC has a dozen employees, multiple outlets.

Advancement 2 (4 BP or 15 XP): $400/wk., PC has many employees, a half-dozen outlets, a main office.

Advancement 3 (6 BP or 15 XP): $800/wk., PC has hundreds of employees, outlets around the country.

Free Skills: Business (2).

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 4, CRIM 15, TECH 7, INVS 10, LABR 4, MEDI 7, PEOP 7, TRAD 7

Career Criminal

Costs 7 BP

Description: The PC makes a living as a drug dealer, burglar, shoplifter, pocket-picker, con artist, forger, fence or smuggler.

Income: $2,500 to start and $150/wk.

Perks: Ties to the criminal underworld.

Drawbacks: PC is in constant danger of being arrested, has a criminal record.

+4 BP for **Made** (PC is a full member of a gang, tong or organized crime group, gives +$100/wk.)

Advancement 1 (4 BP or 20 XP) $300/wk., big time criminal.

Advancement 2 (8 BP or 20 XP) $500/wk., international criminal, has underworld ties throughout the world.

Advancement 3 (16 BP or 20 XP) $1000/wk., criminal boss, is in charge of a small criminal gang or enterprise.

Free Skills: Organized Crime (1), 3 free levels in Criminal skills.

Skill Costs: ACAD 7, ATHL 7, CMBT 8, CRTV 6, CRIM 7, TECH 8, INVS 10, LABR 6, MEDI 9, PEOP 7, TRAD 7

Child Care

0 BP

Description: The PC works with children in a school, youth center or daycare center or as a nanny or tutor in private homes.

Income: $2,000 to start and $75/wk.

Perks: Insight into the lives of many children.

Drawbacks: Must avoid any appearance of impropriety.

Advancement 1 (1 BP or 10 XP): $100/wk., supervisor or VP.

Advancement 2 (2 BP or 10 XP): $150/wk., manager or principal.

Free Skills: Science: Psychology (1).

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 4, CRIM 15, TECH 7, INVS 10, LABR 5, MEDI 7, PEOP 6, TRAD 7

Computer Tech

Costs 2 BP

Description: The PC works tech support for a corporation or government agency. The PC travels from office to office fixing computer problems.

Income: $5,000 to start and $200/wk.

Perks: If the PC wants to he or she can know everyone in the company's business. **Drawbacks**: PC is not paid much considering he or she is one of the most important people in the company.

+4 BP for **Powerful Office**: the PC maintains computers for an office with a lot of power (e.g. an FBI office or the world headquarters of a major multinational).

Advancement 1 (2 BP or 10 XP): $250/wk., PC has a senior position.

Advancement 2 (4 BP or 10 XP): $300/wk., PC is middle management.

Advancement 3 (6 BP or 10 XP): $400/wk., PC is department head.

Free Skills: 6 free levels in High Tech skills.

Skill Costs: ACAD 4, ATHL 8, CMBT 15, CRTV 5, CRIM 15, TECH 3, INVS 10, LABR 6, MEDI 7, PEOP 7, TRAD 7

Creative

Costs 2 BP

Description: The PC is a writer, artist, photographer, poet or composer.

Income: $5,000 to start and $200/wk.

Perks: PC can choose how to use his or her time.

Drawbacks: The PC's income is not always steady. The PC is in the public eye.

Advancement 1 (4 BP or 25 XP) $400/wk., most people within specialized circles (e.g. connoisseurs of b&w art photography) have heard of the PC.

Advancement 2 (10 BP or 50 XP) $800/wk., about 1 in 20 people in the US have heard of the PC.

Advancement 3 (20 BP or 75 XP) $1,600/wk., most people in the English-speaking world, and many people beyond, have heard of the PC.

Free Skills: 5 free levels in Creative skills

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 3, CRIM 15, TECH 7, INVS 10, LABR 5, MEDI 7, PEOP 6, TRAD 7

Dangerous Field Job

0 BP

Description: The PC is a fire fighter, high-steel construction worker, fisherman, bicycle messenger, demolitions expert, hazmat worker, animal control officer, lumberjack or in some other non-law-enforcement job which puts him or her in regular danger.

Income: $7,500 to start and $300/wk.

Perks: Relatively good pay, lots of vacation time.

Drawbacks: Work is exhausting and dangerous. PC often (1 in 4 chance) starts an adventure still healing from on-the-job injuries.

Advancement 1 (1 BP or 10 XP) $400/wk., supervisor.

Advancement 2 (2 BP or 10 XP) $500/wk., manager/chief.

Skill Costs: ACAD 6, ATHL 5, CMBT 13, CRTV 6, CRIM 15, TECH 8, INVS 9, LABR 4, MEDI 7, PEOP 6, TRAD 7

Driver

0 BP

Description: The PC drives a bus, limo, taxi, armored car, dump truck, etc.

Income: $2,500 to start and $100/wk.

Perks: PC gets to know the area he or she drives in very well.

Drawbacks: Long hours, few opportunities for advancement.

+4 for **Own Vehicle:** PC owns the vehicle he or she uses on the job, can use it for personal business.

Advancement 1 (1 BP or 10 XP) $150/wk., senior.

Advancement 2 (2 BP or 10 XP) $200/wk., supervisor.

Free Skills: Driving (3), Local Geography (1)

Skill Costs: ACAD 5, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 4, MEDI 7, PEOP 7, TRAD 7

Homeless

Gives 8 BP

Description: The PC has no steady income. The PC may make money begging, recycling cans, doing odd-jobs or shoplifting. The PC gets food from dumpsters and soup kitchens, rescues clothes and toiletries from the trash, and sleeps in abandoned places or shelters.

Income: $250 to start and $7/wk.

Perks: The PC is hard to track down, has plenty of free time. Because people are used to seeing and ignoring homeless people, the PC has +4 difficulty to be noticed in most urban situations.

Drawbacks: Loitering, vagrancy and 'camping' are illegal in most urban areas. The PCs life is stressfully inconsistent: there is always a danger of going hungry or not having a safe place to stay. It is hard to stay clean.

Advancement 1 (3 BP or 25 XP) +$25/wk., PC survives by couch crashing or living out of his or her car, occasionally gets work (usually day labor).

Free Skills: Street Survival (2)

Skill Costs: ACAD 8, ATHL 7, CMBT 12, CRTV 5, CRIM 10, TECH 9, INVS 10, LABR 5, MEDI 9, PEOP 9, TRAD 5

Homemaker

0 BP

Description: The PC has a significant other who works. The PC stays home and takes care of the household.

Income: $2,500 to start and $50/wk.

Perks: Free time.

Drawbacks: Income depends on the good-will of the significant other.

-2 BP for **Sexist Relationship:** the PC's significant other believes it is wrong for the PC to do anything other than be a homemaker.

-4 BP for **School Aged Children:** PC must care for children, except during school hours. See the Caregiver: Child disad (p.49) for an infant child.

Skill Costs: ACAD 6, ATHL 8, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 8, MEDI 7, PEOP 6, TRAD 7

Investigator

Costs 4 BP

Description: The PC is a private investigator, bounty hunter, skip tracer or investigator for a law office. The PC is licensed to find people and investigate all manner of events. Most of the work of an investigator involves making phone calls and interviewing people.

Income: $4,000 to start and $150/wk.

Perks: The PC has some law-enforcement powers, but doesn't have to follow all the rules that cops do.

Drawbacks: Work is sometimes dangerous and the PC doesn't have the high-pay, benefits, respect and backup that law enforcement gets.

Advancement 1 (2 BP or 10 XP) $200/wk., senior investigator.

Advancement 2 (4 BP or 10 XP) $300/wk., head investigator.

Free Skills: 4 free levels in Investigation/Espionage skills.

Skill Costs: ACAD 6, ATHL 7, CMBT 9, CRTV 6, CRIM 10, TECH 7, INVS 5, LABR 6, MEDI 7, PEOP 7, TRAD 7

Law Enforcement Professional

Costs 10 BP

Description: The PC is a cop, deputy sheriff, coroner, prison guard, FBI agent, etc.

Income: $5,000 to start and $200/wk.

Perks: Generous benefit package, good union. Access to law enforcement databases and forensics labs. Law enforcement powers (the ability to get warrants, arrest suspects, hold people for questioning, etc.)

Drawbacks: Dangerous and psychologically grueling work.

Advancement 1 (4 BP or 25 XP) $250/wk., PC is a senior officer/agent.

Advancement 2 (8 BP or 25 XP) $300/wk., PC has a caseload of crimes to investigate and can decide how to allocate time between those cases.

Advancement 3 (12 XP or 25 XP) $400/wk., PC is a section head.

Advancement 4 (16 XP or 25 XP) $500/wk., PC is management (bureau head, sheriff, chief of police, warden, etc.).

Free Skills: Law: Criminal (1), Pistol (1), Driving (1).

Skill Costs: ACAD 6, ATHL 6, CMBT 7, CRTV 6, CRIM 12, TECH 7, INVS 6, LABR 6, MEDI 6, PEOP 8, TRAD 7

Legal Professional

Costs 2 BP

Description: The PC works in a law office. Unless the PC buys levels of Advancement the PC will start as a Legal Assistant who is taking night classes at a law school or is doing self-study.

Income: $4,000 to start and $150/wk.

Perks: Access to legal and court databases.

Drawbacks: Long hours and stressful work, can be disbarred or prevented from ever being barred if caught committing any crime involving dishonesty or deceit.

+2 BP for **Criminal Defense**: PC defends criminals, has some knowledge of and contacts in the criminal underworld.

+4 BP for **Mob Lawyer**: PC defends rich organized criminals, starts with extra $2,000 and makes extra $50/wk.

+4 BP for **District Attorney**: PC prosecutes suspected criminals, has discretionary funds for investigating crimes.

Advancement 1 (2 BP or 30 XP) $250/wk., PC is a barred attorney, licensed to practice law in the PC's home state.

Advancement 2 (4 BP or 15 XP) $400/wk., senior attorney.

Advancement 3 (6 BP or 15 XP) $700/wk., partner.

Advancement 4 (8 BP or 15 XP) $1000/wk., senior partner.

Free Skills: Law: Basic (3).

Skill Costs: ACAD 3, ATHL 7, CMBT 15, CRTV 6, CRIM 15, TECH 7, INVS 8, LABR 7, MEDI 7, PEOP 6, TRAD 8

Medical Professional

Costs 2 BP

Description: The PC works in a hospital, clinic or doctor's office caring for the health of patients. Unless the PC buys advancement, the PC starts as a registered nurse or physician's assistant who is studying pre-med at night.

Income: $4,000 to start and $150/wk.

Perks: Access to medical supplies and equipment.

Drawbacks: Exposure to diseases.

Advancement 1 (2 BP or 15 XP) $150/wk., medical student: PC can practice medicine under the guidance of other doctors.

Advancement 2 (4 BP or 15 XP) $300/wk., MD, the PC is a full fledged doctor, can go into private practice.

Advancement 3 (6 BP or 20 XP) $600/wk., specialist, the PC is a specialist in a high-paying field like heart surgery.

Free Skills: Diagnosis (1), Emergency Medicine (1), Pharmacology (1).

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 6, MEDI 3, PEOP 7, TRAD 8

Performer

Costs 2 BP

Description: The PC is an athlete, musician, actor, stand-up-comedian, circus performer, etc.

Income: $4,000 to start and $150/wk.

Perks: PC has a lot of free time.

Drawbacks: The PC's income is not steady. Disfiguring or disabling injuries will make the PC unable to work. The PC is in the public eye.

+3 BP for **Stage Magician**, PC starts with Sleight of Hand (2), Lock Picking (2) and Escape Artistry (2) free.

Advancement 1 (4 BP or 30 XP) $400/wk., PC is moderately famous: most people have heard of the PC within specialized circles, e.g. fans of local hockey.

Advancement 2 (8 BP or 30 XP) $1,000/wk., PC is very famous: most people in the English-speaking world, and many people beyond, have heard of the PC.

Free Skills: Performance (3) OR Sports (4) OR Acrobatics (3).

Skill Costs: ACAD 7, ATHL 4, CMBT 15, CRTV 4, CRIM 15, TECH 8, INVS 10, LABR 6, MEDI 7, PEOP 4, TRAD 7

Pilot

Costs 2 BP

Description: The PC flies a plane, captains a boat or conducts a train.

Income: $5,000 to start and $200/wk.

Perks: Good income. PC can travel for free, so long as the PC is willing to go standby.

Drawbacks: PC often has to work overnight shifts and spend the night far from home.

+4 for **Own Plane/Boat** (the PC owns a small charter plane or boat and can use it for personal purposes while not working).

Advancement 1 (3 BP or 25 XP): $300/wk., senior pilot.

Free Skills: Boat Pilot (3) OR Airplane Pilot (3).

Skill Costs: ACAD 5, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 4, MEDI 7, PEOP 7, TRAD 7

Politician

Costs 4 BP

Description: The PC belongs to a salaried elected office in the city, county or state government. Besides doing the job the PC was elected to do, the PC must devote a large amount of time to PR work (doing things to get on the news) and fundraising for his or her next campaign.

Income: $5,000 to start and $200/wk.

Perks: Power and connections.

Drawbacks: Political opponents and reporters who will keep an eye out for the PC doing anything wrong.

Advancement 1 (6 XP or 40 XP) $500/wk., PC is in the state assembly.

Advancement 2 (10 XP or 60 XP) $800/wk., PC is in the US congress.

Free Skills: Government (2).

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 5, CRIM 17, TECH 7, INVS 10, LABR 6, MEDI 7, PEOP 5, TRAD 7

Privileged

Costs 8 BP

Description: The PC either has his or her own fortune or is cared for by a large trust fund which pays for all the PC's needs.

Income: $50,000 to start and $500/wk.

-2 BP for **Limited Duration**: the trust fund is set to stop within a few years, by experience level 3.

-3 BP for **Revocable**: the PC's parents can take away the PC's income if the PC displeases them.

Perks: Money can buy just about anything.

Drawbacks: The PC attracts exploiters and con artists, is also in the public eye. It's a lot easier to fritter away a fortune than to make one grow.

Advancement 1 (5 BP or 75 XP) $1,000/wk.

Advancement 2 (10 BP or 75 XP) $2,000/wk.

Skill Costs: ACAD 5, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 7, MEDI 7, PEOP 6, TRAD 8

Professor

Costs 2 BP

Description: The PC works for a university, teaching, doing research and publishing articles. With no advancement the PC is an associate professor who hops between state colleges and city colleges teaching general-ed classes.

Income: $5,000 to start and $200/wk.

Perks: The PC is a respected authority on some subject, can use students as assistants, has access to a library. After advancement the PC can get a lab and research funds.

Drawbacks: Advancement is slow. When the PC does advance, the PC must bring in grant money to the university and must publish papers regularly.

Advancement 1 (3 BP or 25 XP) $250/wk., full professor. The PC has an office at a state college and university, gets to teach some upper division and graduate level classes.

Advancement 2 (6 BP or 30 XP) $300/wk., tenured professor at a fairly prestigious university. The PC has access to a lab and graduate student assistants. The PC spends more time doing research than teaching.

Free Skills: Research: Academic (2), 5 free levels in any one Academic skill.

Skill Costs: ACAD 3, ATHL 8, CMBT 15, CRTV 4, CRIM 15, TECH 6, INVS 10, LABR 6, MEDI 6, PEOP 6, TRAD 7

Religious Professional

Costs 2 BP

Description: The PC is a monk, nun, priest, preacher, rabbi, imam, pastor or chaplain.

Income: $2,500 to start and $100/wk.

Perks: Many see the PC as an authority on ethical and spiritual matters. PC can often get into hospitals, prisons, disaster scenes and other places closed to the public.

Drawbacks: The PC will lose his or her job if he or she is caught professing a belief or doing some activity contrary to the religion's doctrines.

Advancement 1 (3 BP or 25 XP) $200/wk., PC is the spiritual leader to several hundred people.

Advancement 2 (6 BP or 25 XP) $300/wk., PC is a bishop, abbot, televangelist or leader of a large multi-church ministry.

Free Skills: Religion (2).

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 7, INVS 10, LABR 5, MEDI 7, PEOP 6, TRAD 7

Reporter

Costs 4 BP

Description: The PC does research and writes stories or takes photos for a TV show, newspaper, magazine, website or for nonfiction books.

Income: $5,000 to start and $200/wk.

Perks: Press credentials, which can get the PC into places others can't go and get people to talk who otherwise wouldn't. The PC has access to a research library and research databases.

Drawbacks: The PC must regularly come up with an interesting story or be fired. Some people are less willing to talk to a reporter.

Advancement 1 (2 BP or 20 XP) $250/wk., PC is a senior reporter. The PC has more discretion over what story to investigate and how to do it, and has a better chance of getting the employer to pay for incidentals like hotels, meals, paying off informants, etc.

Advancement 2 (4 BP or 20 XP) $400/wk., PC is a special correspondent who gets to travel and work on stories for extended periods. The PC's name is recognized by many people.

Advancement 3 (6 BP or 20 XP) $500/wk., PC is an editor. The PC gets to tell other reporters what stories to work on.

Free Skills: Research: Law Enforcement (2) and either Writing (2) OR Photography (2).

Skill Costs: ACAD 5, ATHL 8, CMBT 15, CRTV 4, CRIM 12, TECH 7, INVS 7, LABR 6, MEDI 7, PEOP 5, TRAD 7

Researcher

Costs 4 BP

Description: The PC is a highly skilled and highly specialized engineer or scientist. The PC works for a private foundation or corporation, in a lab, doing scientific research or product development.

Income: $7,500 to start and $300/wk.

Perks: Access to a research lab with all the latest equipment for the PC's particular field.

Drawbacks: The PC must produce results for the company or foundation or will be fired. Anything the PC discovers belongs to the company or foundation.

Advancement 1 (2 BP or 20 XP) $500/wk., Senior Researcher, the PC is the head of a small group of researchers working on a project.

Advancement 2 (4 BP or 20 XP) $750/wk., Division Chief, the PC directs other researchers working on a variety of projects.

Free Skills: 5 levels in any one Academic or High Tech skill.

Skill Costs: ACAD 3, ATHL 8, CMBT 15, CRTV 6, CRIM 15, TECH 4, INVS 10, LABR 7, MEDI 4, PEOP 7, TRAD 8

Retired

0 BP

Description: The PC is living off of personal savings supplemented by either social security or disability.

Income: $4,000 to start and $30/wk.

Perks: Plenty of free time.

Drawbacks: PC must take the Old disadvantage (p.52), has a limited income with no advancement opportunities.

Skill Costs: ACAD 5, ATHL 9, CMBT 13, CRTV 5, CRIM 12, TECH 9, INVS 9, LABR 5, MEDI 6, PEOP 6, TRAD 5

Security Professional

Costs 4 BP

Description: The PC works as a bodyguard, security guard or bouncer.

Income: $4,000 to start and $150/wk.

Perks: The PC has some credibility with law enforcement. Gets a free baton or pepper spray and a walkie talkie.

Drawbacks: The work alternates between boring and dangerous. The PC has very little legal power or authority to use violence and must bluff people into thinking he or she does. PC is often forced to work inconvenient hours (graveyard or swing).

Advancement 1 (3 BP or 25 XP) $300/wk., Senior Officer. PC gets Pistol (1) and a free pistol <u>or</u> Driving (1) and a company car to use on-duty.

Advancement 2 (5 BP or 25 XP) $400/wk., Security Chief. PC supervises other guards and is in charge of a site or shift.

Free Skills: Club (1) or Self-Defense Weapons (1).

Skill Costs: ACAD 7, ATHL 6, CMBT 9, CRTV 6, CRIM 15, TECH 7, INVS 9, LABR 5, MEDI 6, PEOP 8, TRAD 8

Sex Industry Worker

0 BP

Description: The PC sells sex for money, working in either pornography, strip clubs, escort agencies or on the streets as a prostitute.

Income: $2,000 to start and $200/wk.

Perks: Easy access to drugs, underworld contacts.

Drawbacks: Often the target of violence and police harassment. Many in the sex industry grow to hate sex, the opposite gender and themselves. PC's job security depends on the PC's ability to stay attractive.

-2 BP for **Street Walker**: The PC is in the sector of the sex industry that is most likely to expose the PC to violence or legal trouble.

Advancement 1 (2 BP or 25 XP) $500/wk., PC is a porn-star or high-class escort.

Skill Costs: ACAD 7, ATHL 6, CMBT 12, CRTV 7, CRIM 10, TECH 9, INVS 10, LABR 7, MEDI 8, PEOP 6, TRAD 6

Social Worker

0 BP

Description: The PC works to help people in need, especially those who can't help themselves, gain access to social support services, navigate the legal system and plan out their futures.

Income: $4,000 to start and $150/wk.

Perks: Stable work. Contacts with many aspects of the legal, medical and social support systems.

Drawbacks: Few advancement opportunities, often stressful and tiring.

Advancement 1 (2 BP or 15 XP) $250/wk., Supervisor.

Advancement 2 (4 BP or 15 XP) $350/wk., Division Chief.

Skill Costs: ACAD 4, ATHL 7, CMBT 15, CRTV 6, CRIM 15, TECH 7, INVS 10, LABR 6, MEDI 6, PEOP 5, TRAD 7

Student

0 BP

Description: The PC goes to school full time, living off of scholarships, financial aide and occasional contributions by parents. With no advancement the PC starts as a city college student.

Income: $500 to start and $25/wk.

Perks: Access to libraries, labs, professors.

Drawbacks: If the PC misses too many classes or study time the PC's GPA will drop too low to get scholarships or financial aide.

Advancement 1 (1 BP or 15 XP) $50/wk., University Undergraduate

Advancement 2 (2 BP or 15 XP) $75/wk., Graduate Student, PC spends less time in classes and more time doing his or her own research.

Advancement 3 (3 BP or 15 XP) $125/wk., Post-Doc, the PC teaches some classes, has assistants, may have his or her own corner in a lab.

Advancement 4 (15 XP) PC can become a Professor.

Skill Costs: ACAD 4, ATHL 6, CMBT 15, CRTV 4, CRIM 15, TECH 6, INVS 8, LABR 8, MEDI 6, PEOP 6, TRAD 8

Trendy Customer Service Job

Costs 1 BP

Description: The PC works in a place frequented by the rich, powerful and famous. Example: a hairdresser in a trendy salon, a bartender in a trendy nightclub, a maitre d' at a five-star restaurant, etc.

Income: $4,000 to start and $200/wk.

Perks: Frequent contacts with some of society's most powerful and influential people. PC gets invited to a lot of parties.

Drawbacks: The PC must stay as trendy as the establishment or be fired. Poor benefits, few advancement opportunities.

Advancement 1 (1 BP or 15 XP) $250/wk., senior.

Skill Costs: ACAD 6, ATHL 5, CMBT 15, CRTV 4, CRIM 15, TECH 8, INVS 10, LABR 7, MEDI 7, PEOP 4, TRAD 7

Ward

Gives 4 BP

Description: The PC is either underage or has been judged mentally incompetent. The PC is cared for by another person who pays for all the PC's expenses. If the PC is underage (has taken the Young disad) the PC will eventually become old enough to be emancipated. If the PC was judged incompetent, a legal hearing and good report from a psychiatrist is needed.

Income: $250 to start and $10/wk.

+1 BP for **Upper-Middle Class Family**: starts with $750 and $20/wk.

+2 BP for **Upper-Class Family**: starts with $1,250 and $40/wk.

-4 BP for **Hardass Caregivers**: the people in charge of the PC are unusually restrictive of the PC.

-1 BP for **Foster Kid**: the PC is underage and a ward of the state; has to endure being bounced around between foster homes, some of which have abusive or intolerant caregivers.

Perks: Free time.

Drawbacks: The caregivers have a legal right to tell the PC what to do, and can call the cops to back them up.

Skill Costs: ACAD 5, ATHL 7, CMBT 15, CRTV 5, CRIM 15, TECH 8, INVS 10, LABR 8, MEDI 8, PEOP 8, TRAD 8

Welfare

Gives 2 BP

Description: The PC is on public assistance. The PC must meet with caseworkers regularly and provide proof that he or she is still poor and has been looking for work.

Income: $500 to start and $20/wk.

Perks: Free time.

Drawbacks: The government will revoke welfare after a set period of time (by level 3), or if it suspects any kind of malfeasance by the PC, or if the PC misses more than 1 caseworker appointment in a row

Skill Costs: ACAD 5, ATHL 8, CMBT 15, CRTV 6, CRIM 15, TECH 8, INVS 10, LABR 5, MEDI 8, PEOP 8, TRAD 6

Step Four - Skills

In Brief: Spend 100 Skill Points, skill costs set by Day Job. Can buy 1 to 5 levels of any skill.

Every character begins with 100 skill points to buy skills with. Each Day Job has a list of skill costs for mundane skills. Each category of skills has a cost. That number represents the number of skill points it costs to buy one level in any skill from that category. These costs are based on how easily characters of that profession have access to teachers of those skills or can teach themselves. Each Secret Life has a list of Supernatural Skills the PC has access to and the costs for each. Skills are bought in levels from 1 to 6 with 1 representing a hobby level and 6 representing mastership at the skill. PCs can not buy level 6 for a starting character without special permission from the GM. Each skill level above the first gives +4 to skill rolls using that skill.

Some skills have prerequisites. One or more levels of another skill must be taken before any levels of this skill can be taken. Prerequisites are listed at the beginning of each skill.

Each skill lists the attribute which is typically used with that skill. Combat skills list only "combat" since the attributes used depend on the fighting maneuver the PC attempts.

For example: *A Career Criminal, who can buy Criminal skills for 7 points each, buys 3 levels of Escape Artistry. Escape Artistry has a prerequisite of Lock Picking (2). Since the PC already has 2 levels of Lock Picking it's not a problem. Buying 3 levels of Escape Artistry will cost 21 skill points (3x7) and gives the PC a skill level of 3, meaning he will have +8 on all rolls using this skill (+4 for each level after level 1). Since Escape Artistry typically uses AGY, the PC will typically roll his AGY +8 +1d20 vs. the difficulty. If his AGY is 10, his "AV" (action value) could be recorded on the character sheet as 18, meaning he will roll 18 +1d20 for almost all Escape Artistry rolls.*

See the section on using skills (p.65) for more information.

ACAD (Academic)
- Business (INL)
- Cryptography (INL)*
- Government (INL)
- History: Local (INL)
- History: World (INL)
- Law: Basic (INL)
- Law: Business (INL)
- Law: Criminal (INL)*
- Law: International (INL)*
- Law: Tort (INL)*
- Linguistics (INL)
- Math (INL)
- Mnemonics (INL)
- Mythology (INL)
- Philosophy (INL)
- Physics (INL)*
- Religion (INL)
- Research: Academic (INL)
- Science: Agriculture (INL)
- Science: Archeology/Paleontology (INL)
- Science: Botany (INL)
- Science: Chemistry
- Science: Ecology (INL)
- Science: Genetics (INL)
- Science: Meteorology (INL)
- Science: Pathology (INL)
- Science: Psychology (INL)
- Social Work (INL)

ATHL (Athletic)
- Acrobatics (AGY)
- Bicycle (AGY)
- Climbing (AGY)
- Running (SPD)
- Skates (AGY)
- Sports (AGY)
- Swimming (END)

CMBT (Combat)
- Aikido (Combat)
- Archery (Combat)
- Assassin: Armed (Combat)
- Assassin: Unarmed (Combat)
- Automatic Weapons (Combat)
- Bodyguard (Combat)
- Boxing (Combat)
- Club (Combat)
- Fencing (Combat)
- Florentine Sword (Combat)
- Gun Repair (INL)
- Immobilization (Combat)
- Kickboxing (Combat)
- Knife Fighting (Combat)
- Knife Throwing (Combat)
- Ordinance (Combat)
- Pistol (Combat)
- Rifle/Shotgun (Combat)
- Self-Defense Weapons (Combat)
- Sniper (Combat)
- Specific Weapon Training (Combat)
- Staff Fighting (Combat)
- Street Fighting: Armed (Combat)
- Street Fighting: Unarmed (Combat)
- Sword and Shield (Combat)
- Tae Kwon Do (Combat)
- Wrestling (Combat)

CRTV (Creative)
- Cooking (AWR)
- Filmmaking (INL)
- Gardening (INL)
- Music (AWR)
- Photography (AWR)
- Sculpture (AWR)
- Visual Arts (AWR)
- Writing (INL)

CRIM (Criminal)
- Alarm Systems (AWR or INL)
- Auto-Theft (INL)
- Black Market (CHM)
- Card Counting (INL)*
- Drug Resistance (WIL)
- Escape Artistry (AGY)*
- Forgery (INL)
- Gambling (INL)
- Lock Picking (AGY)
- Organized Crime (INL)
- Pocket Picking (AGY)
- Poisons (INL)
- Prowling (AGY)
- Street Drugs (INL or AWR)

TECH (High Tech)
- Anonymity (INL)
- Computer Hardware (INL)
- Computer Security (INL)
- Computer Software (INL)
- Data Pirating (INL)*
- Denial of Service (INL)*
- Hacking (INL)
- Internet Publishing (INL)
- Networks (INL)
- Phone Phreaking (INL)
- Programming (INL)
- Research: Internet (INL)

INVS (Investigation/Espionage)
- Bomb Disarming (INL)
- Brainwashing (INL)*
- Crime Scene Forensics (INL)
- Disguise (INL)
- Forensic Pathology (INL)
- Impersonation (CHM)
- Interrogation (CHM)
- Military Tactics (INL)
- Offensive Driving (AGY)
- Research: Law Enforcement (INL)
- Torture (INL)
- WMDs (INL)

LABR (Labor)
- Airplane Pilot (AGY)
- Blacksmithing (INL)
- Boat Pilot (AGY)
- Brewing (INL)
- Carpentry (INL)
- Demolitions (INL)
- Driving (AGY)
- Electronics (INL)
- Heavy Machinery (AGY)
- Helicopter (INL)
- Mechanics (INL)
- Motorcycle (AGY)
- Plumbing (INL)

MEDI (Medical)
- Diagnosis (INL)
- Emergency Medicine (INL)
- Pharmacology (INL)
- Physical Therapy (INL)
- Plastic Surgery (INL)*
- Psychopharmacology (INL)*
- Surgery (INL)
- Veterinary Medicine (INL)

PEOP (People)
- Fashion and Beauty (CHM)
- Language (INL)
- Oratory (CHM)
- Performance (CHM)
- Psychotherapy (CHM)
- Seduction (CHM)
- Storytelling (CHM)

TRAD (Traditional)
- Acupuncture (INL)
- Animal Training (CHM)
- Local Geography (INL)
- Ethnogens (INL)
- Herbal Medicine (INL)
- Hypnosis (CHM)
- Lipreading (AWR)
- Light Sleep (AWR)
- Sleight of Hand (AGY)
- Street Survival (INL)
- Tracking (AWR)
- Traditional Crafts (INL)
- Wilderness Survival (INL)

*Prerequisites

Skill Description Features

The attribute this skill generally uses (roll Attribute + 1d20 +4/skill level above 1 and try to match the difficulty for whatever the PC is trying to do with the skill)

Cryptography (INL)- Prerequisite: Math (2). This is knowledge of mathematical theories behind modern cryptography and code-breaking techniques. Includes the ability to analyze, modify and create codes and attempt to break codes.
Easy (10): Do simple cipher by hand.
Moderate (20): Break a simple cipher.
Hard (30): Analyze the encryption on a Hard Drive.

A skill PCs must have before they can buy this skill (and the number of levels of the prerequisite skill the PC must have).

A series of examples showing things PCs might do with a skill at different difficulties.

Day Jobs and Skill Costs

	ACAD	ATHL	CMBT	CRTV	CRIM	TECH	INVS	LABR	MEDI	PEOP	TRAD
Alternative Health	5	5	15	5	15	8	10	6	5	7	5
Boring Customer Service	6	7	15	5	15	7	10	5	7	7	7
Boring Factory Job	6	7	15	5	15	7	10	4	7	7	7
Boring Field Job	5	7	14	5	15	7	10	4	7	7	7
Boring Office Job	5	7	15	5	15	6	10	5	7	7	7
Business Owner	4	7	15	4	15	7	10	4	7	7	7
Career Criminal	7	7	8	6	7	8	10	6	9	7	7
Child Care	4	7	15	4	15	7	10	5	7	6	7
Computer Tech	4	8	15	5	15	3	10	6	7	7	7
Creative	4	7	15	3	15	7	10	5	7	6	7
Dangerous Field Job	6	5	13	6	15	8	9	4	7	6	7
Driver	5	7	15	5	15	7	10	4	7	7	7
Homeless	8	7	12	5	10	9	10	5	9	9	5
Homemaker	6	8	15	5	15	7	10	8	7	6	7
Investigator	6	7	9	6	10	7	5	6	7	7	7
Law Enforcement Pro.	6	6	7	6	12	7	6	6	6	8	7
Legal Professional	3	7	15	6	15	7	8	7	7	6	8
Medical Professional	4	7	15	5	15	7	10	6	3	7	8
Performer	7	4	15	4	15	8	10	6	7	4	7
Pilot	5	7	15	5	15	7	10	4	7	7	7
Politician	4	7	15	5	17	7	10	6	7	5	7
Privileged	5	7	15	5	15	7	10	7	7	6	8
Professor	3	8	15	4	15	6	10	6	6	6	7
Religious Professional	4	7	15	5	15	7	10	5	7	6	7
Reporter	5	8	15	4	12	7	7	6	7	5	7
Researcher	3	8	15	6	15	4	10	7	4	7	8
Retired	5	9	13	5	12	9	9	5	6	6	5
Security Professional	7	6	9	6	15	7	9	5	6	8	8
Sex Industry Worker	7	6	12	7	10	9	10	7	8	6	6
Social Worker	4	7	15	6	15	7	10	6	6	5	7
Student	4	6	15	4	15	6	8	8	6	6	8
Trendy Customer Service	6	5	15	4	15	8	10	7	7	4	7
Ward	5	7	15	5	15	8	10	8	8	8	8
Welfare	5	8	15	6	15	8	10	5	8	8	6
	ACAD	ATHL	CMBT	CRTV	CRIM	TECH	INVS	LABR	MEDI	PEOP	TRAD

ACAD (Academic)

Business (INL)- This is knowledge of the world of business, from single proprietorships to multinational corporations. The PC is familiar with business bookkeeping, taxes, investment, labor practices, sales, distribution, manufacturing and warehousing.

Easy (10): Write a business plan.

Moderate (20): Incorporate.

Hard (30): Borrow money to buy a shipment of 100,000 pens from China then sell them to an American company at a 100% markup.

Cryptography (INL)- Prerequisite: Math (2). This is knowledge of mathematical theories behind modern cryptography and code-breaking techniques. Includes the ability to analyze, modify and create codes and attempt to break codes.

Easy (10): Do simple cipher by hand.

Moderate (20): Break a simple cipher.

Hard (30): Analyze the encryption on a Hard Drive.

Government (INL)- This is knowledge of the structure and procedures of government, from city councils to federal agencies.

Easy (10): Make a statement before the city council.

Moderate (20): Get a funding grant from a federal agency.

Hard (30): Get a state water management board to rescind its annual report to the state assembly because it failed to make a draft available for public comment for 30 days.

History: Local (INL)- This is knowledge of the history of the area the campaign takes place in.

Easy (10): Tell how and why the city was founded.

Moderate (20): Tell when year a skyscraper was built.

Hard (30): Determine what was on any given block 200 years ago.

History: World (INL)

Easy (10): Describe the major players in WWII.

Moderate (20): Name the major Chinese dynasties and say what made each one special.

Hard (30): Name the winner of any given battle in the crusades.

Law: Basic (INL)- This is knowledge of basic legal principles and procedures. Includes: where laws come from, what courts judge what cases, how cases are brought in front of a court, who can practice law, the remedies for each type of legal problem and the general procedures for legal actions.

Easy (10): File an amicus curiae (friend of the court) brief.

Moderate (20): File an ethics complaint against a lawyer with the state bar.

Hard (30): Research all relevant laws and cases for a given legal question.

Law: Business (INL)- This is the study of laws and legal doctrines relating to corporations and other businesses. Unlike other forms of law it is possible to learn business law without a thorough grounding in basic legal principles.

Easy (10): Form and register a business partnership.

Moderate (20): Put together a flawless record contract with a musician.

Hard (30): Make sure an annual stockholder's report conforms to SEC requirements.

Law: Criminal (INL)- Prerequisite: Law: Basic (1). This is knowledge of prosecuting or defending those who have been accused of crimes.

Easy (10): List the elements of murder.

Moderate (20): Figure out whether the 'deal' the district attorney is offering a criminal defendant is a good deal or not.

Hard (30): Get the evidence obtained from a not-quite-legal police search thrown out.

Law: International (INL)- Prerequisite: Law: Basic (1). This is knowledge of the laws and legal procedures that cut across national borders. Includes maritime law, war crimes and international business law.

Easy (10): Determine who owns the floating cargo left over from a plane crash in international waters.

Moderate (20): Write a contract for the sale of goods to a company in another country.

Hard (30): Prepare a brief, on behalf of one country, seeking reparations from another country for war crimes.

Law: Tort (INL)- Prerequisite: Law: Basic (1). This is the study of civil (as opposed to criminal) law and the legal actions that can be taken by someone harmed by a tort.

Easy (10): Take someone to small claims court over a dented fender.

Moderate (20): Sue someone for libel.

Hard (30): File a class action lawsuit against multiple international corporations.

Linguistics (INL)- This is the theoretical study of language. Each level of this skill gives -2 to the skill cost for the skill Language (min. 1).

Easy (10): Determine what language someone is speaking.

Moderate (20): Determine the origin of a language by comparing it to other languages.

Hard (30): Determine where someone is from by analyzing his or her accent.

Math (INL)- This is knowledge of all branches of mathematics and statistics.

Easy (10): Calculate the compound interest on a loan.

Moderate (20): Find a complex mathematical proof.

Hard (30): Create complex computer models to predict the movement of storm clouds.

Mnemonics (INL)- This is the collection of tricks and techniques that allow large amounts of information to be memorized quickly and recalled accurately.

Easy (10): Remember a phone number for days after hearing it once.

Moderate (20): Memorize the configuration of a chessboard and remember it for days.

Hard (30): Memorize several pages of a book and remember it verbatim for weeks.

Mythology (INL)- This is knowledge of the stories of gods, spirits, monsters, magic and ancestors from around the world and through history.

Easy (10): Name the Roman god of time.

Moderate (20): Tell the Navajo story of the origin of this world.

Hard (30): Tell a particular New Guinea tribe's name for a wild human-eating jungle spirit.

Philosophy (INL)- This is knowledge of academically esteemed theories of ethics, logic and reality.

Easy (10): Identify the logical fallacy in an argument.

Moderate (20): Outline and critique Descartes' argument for the existence of god.

Hard (30): Identify the major principles of morality taught in West African legends.

Physics (INL)- Prerequisite: Math (2). This is knowledge of the theories and mathematical formulae that explain everything from falling objects to aerodynamics to the birth of the universe.

Easy (10): Calculate the speed and acceleration of an object sliding down a smooth incline.

Moderate (20): Calculate the amount of x-rays that would escape from the event horizon of a black hole.

Hard (30): Understand a string-theory equation.

Religion (INL)- This is the study of the history, beliefs and organization of all the world's religions.

Easy (10): Tell the difference between a Shiite and Sunni Muslim.

Moderate (20): Name the 7th Roman Catholic pope.

Hard (30): Tell the name of the thunder god of a small Papa New Guinea tribe.

Research: Academic (INL)- This is knowledge of how to find out information by searching through libraries, research databases, newspaper archives, private collections of historical documents, etc.

Easy (10): Find a paper describing the effects of Ritalin on pregnant rats.

Moderate (20): Find the winner of a local beauty pageant in 1923.

Hard (30): Find the letters home from British soldiers who had been in a certain battle in the Crimean War.

Science: Agriculture (INL)- This is knowledge of the history, methods and science of modern agribusiness.

Easy (10): Explain crop-rotation.

Moderate (20): Determine which crop is most profitable for a certain farm.

Hard (30): Plant, grow, protect, harvest and sell a small crop.

Science: Archeology/Paleontology (INL)- This is knowledge of the methods used to gain information about pre-history, as well as the information that has been gained by those methods.

Easy (10): Tell when humans first came to the American continent.

Moderate (20): Recognize the bones of a euoplocephalus.

Hard (30): Analyze ice-core samples to find increases in forest fires 5,000 years ago.

Science: Botany (INL)- This is knowledge of the science of plants.

Easy (10): Classify plants by phylum.

Moderate (20): Identify North American edible plants.

Hard (30): Distinguish poisonous from edible wild mushrooms.

Science: Chemistry (INL)- This is knowledge of the composition and interactions of chemicals as well as the practical methods of analyzing, synthesizing and isolating chemicals.

Easy (10): Draw a diagram of the composition of monosodium glutamate and describe how it might interact with other chemicals.

Moderate (20): Test for the presence of MSG in a food sample (requires Chemical Analysis Equipment, see p.37).

Hard (30): Synthesize MSG from soy beans (requires a small chemistry lab).

Science: Ecology (INL)- This is knowledge of how plants, animals, micro-organisms and the environment interact with each other.

Easy (10): Determine whether an ecological system is relatively 'healthy.'

Moderate (20): Identify the role of each major player in an ecosystem.

Hard (30): Determine what the introduction of a particular species will do to an ecosystem.

Science: Genetics (INL)- This is knowledge of methods of reading, comparing and changing DNA as well as what little is known about how genes produce biological traits.

Easy (10): Do a paternity test.

Moderate (20): Determine a person's ethnic background.

Hard (30): Create frost-resistant lima-beans.

Science: Meteorology (INL)- This is knowledge of weather and weather prediction.

Easy (10): Predict the next hour's weather using satellite images.

Moderate (20): Predict the next few day's weather using satellite images.

Hard (30): Predict the next few day's weather using a homemade barometer and weather vane.

Science: Pathology (INL)- This is the study of diseases: how they spread, what they do to the body, how they reproduce.

Easy (10): Describe the disease vectors of influenza.

Moderate (20): Describe the effects on the liver of hepatitis.

Hard (30): List the onset symptoms of a rare South American parasite.

Science: Psychology (INL)- This is knowledge of the theories and research concerning the workings of human and animal minds.

Easy (10): List some of the consequences of not enough dopamine.

Moderate (20): List Maslow's hierarchy of needs.

Hard (30): Name the likelihood of each attachment style.

Social Work (INL)- This is knowledge of the various services available to the needy via city, county, state and federal government programs. The skill can be used to identify what services are available to meet a person's particular needs and how to get the person those services.

Easy (10): Help someone get on welfare.

Moderate (20): Help someone get on disability.

Hard (30): Help a mentally ill homeless person get into a group-home.

ATHL (Athletic)

Acrobatics (AGY)- This is training in physical tricks involving swinging, jumping, rolling, balancing, etc. Primarily for the purposes of amusing others. STH may be used instead of or in addition to AGY for some stunts. Acrobatics adds +4 per level to jumping rolls and saves vs. loss of balance.

Easy (10): Do cartwheels.

Moderate (20): Swing off of a fire escape, somersault in midair and land on one's feet.

Hard (30): Backflip off a building and land on a telephone wire.

Bicycle (AGY)- This is training on various terrain with racing and mountain bikes. Gives the following maneuvers (with +4 for each level after the first, see Vehicle Skills, p.66).

Jump (20): Jump the bike over holes or obstacles.

Sharp Turn (20): By leaning over almost to the point of touching the ground, the PC can make tight turns.

Skidding Turn (30): By skidding the rear tire, the PC can make incredibly fast and tight turns.

Stairs (20): Go up or down stairs or similar impediments.

Swerve (20): The vehicular equivalent of a dodge.

Climbing (AGY)- This is training in climbing with or without climbing tools. Climbing adds +4 per level to climbing rolls (see p.57).

Easy (10): Climb a tree.

Moderate (20): Climb a cliff face using climbing tools.

Hard (30): Climb a cliff face using no tools.

Running (SPD)- This is training in maintaining an efficient stride and knowing how much energy to spend to maintain maximum speed throughout different length runs. Gives +4 per level to sprinting rolls (see p.59) or +4 per level to END for use with long distance running.

Skates (AGY)- This is training in the use of roller-skates and rollerblades. The skill can also be used with ice-skates or skis but at +10 difficulty. Gives the following maneuvers:

Jump (20): Jump over holes or obstacles.

Rails (30): Ride on very thin things like railings or small ledges.

Stairs (20): Go up or down stairs or similar impediments.

Swerve (20): The vehicular equivalent of a dodge.

Sports (AGY)- This is training in all the popular physical sports, including basketball, soccer, football, handball and tennis. Choose one sport the PC has specialized in: the PC gets +10 to rolls involving that sport. To determine the outcome of the game, each player must make either a sports skill roll (easy difficulty) or an AGY roll (moderate difficulty). The opposed winner wins the game.

Swimming (END)- This is training at swimming for speed, distance and agility. The PC also knows how to use SCUBA gear for diving. Gives +4 per level to SPD for fast swimming (people can typically swim at ¼ their normal SPD) or +4 per level to END for use with long-distance swimming.

CMBT (Combat)

Aikido (Combat)- This 20th century martial art was designed for non-violent self-defense. Gives the following moves with bare hands and feet only:

+4 to Disarm
+4 to Grab (Pain)
+0 to Knockdown
+4 to Dodge
+4 to Flip
+0 to Parry

Archery (Combat)- Gives the following maneuvers with bows and crossbows:

+4 to split action Draw and Strike (excluding crossbows)
Double Aim (takes 2 actions, +10 to next action)
+0 to Strike (Projectile)
+4 to Vital Strike
No penalty for targeted strikes.

Assassin: Armed (Combat)- Techniques for quick, efficient and silent surprise attacks with knives and garrotes. This skill does not include firearm training (see Sniper, p.17). Gives the following:

+4 to Grab (Strangulation) with garrote weapons.
+0 to Special Action: Jugular Attack (Requires ½+ bladed damage handheld weapon. If successful, victim cannot speak or scream and loses 4 BLD per round until dead. AWR + AGY +1d20 vs. 40).
+4 to Vital Strike (Bladed) with knives

Assassin: Unarmed (Combat)- Techniques for quick and efficient unarmed killing of a surprised opponent. Gives the following maneuvers with hands and feet:

+4 to Grab (Strangulation)
+0 to Special Action: Neck Breaking (Requires a hold on the victim's head. If successful, instant paralysis and death. STH + AGY +1d20 vs. 40)
+4 to Stomp
+0 to Knockdown

Automatic Weapons (Combat)- Gives the following actions with machine guns, submachineguns, automatic rifles and automatic pistols.

+4 to Area Attack
+0 to Vital Strike (Bladed)
+4 to Split Reaction: Dodge and Simultaneous Strike
+4 to Split Reaction: Drop and Simultaneous Strike

Bodyguard (Combat)- This is training in protecting others in the middle of combat. PCs with this skill can use their reaction when an attack is directed towards another person.

+2 per level to initiative
+4 to Grab
+4 to Tackle
+0 to special action **Parry Another** (STH + AGY + 1d20 vs. 30, if successful the PC parries a blow directed towards another).
+0 to special reaction: **Body Block** (SPD + AGY + 1d20 vs. 20, if successful the PC put himself or herself between a strike and the intended target).

Boxing (Combat)- This is training in fighting with bare or gloved fists.

+4 to Parry with forearms
+0 to Strike with fists
+4 to Blinding Strike with fists
+0 to Knockout Strike with fists
+4 to Pain/Stun Strike with fists

Club (Combat)- This is training with all club-like weapons, including baseball bats, nightsticks, pipes, telescoping batons, etc. Gives the following plusses with club weapons only:

+4 to Parry
+4 to Vital Strike (Blunt)
+0 to Wing
+0 to Strike

Fencing (Combat)- This is training in competitive fencing. Gives the following plusses with fencing swords (or with other swords at -8):

+8 to Parry
+0 to Strike
+0 to Vital Strike
+4 to Jump

Florentine Sword (Combat)- This is training in fighting using two swords.

No penalty for using paired swords.
+4 to Parry
+4 to Strike
+8 to Split Reaction: Parry and Simultaneous Strike

Gun Repair (INL)- This is knowledge of how to assemble, clean, maintain and repair firearms.

Easy (10): Clean a pistol.
Moderate (20): Manufacture bullets.
Hard (30): Recalibrate the sights of a sniper rifle.

Immobilization (Combat)- This martial art is usually taught to police officers and security guards. It entails taking-down and immobilizing opponents without doing permanent damage. Gives the following:

+8 to Grab (Pain)
+4 to Grab (Wrestling)
+0 to Grab
+0 to Knockdown
-4 to Crippling Attack
-4 to Disarm

Combat Skills In Brief

Each combat skills lists plusses to combat actions and reactions (described on p.70) with a certain set of weapons. At level 1 in the skill, the PC only gets the plusses listed. Ignore any plusses that give +0 or a penalty. For every additional level of the skill, add +4 to each one of these plusses (meaning that the zeroes and negatives will eventually become plusses).

For instance, at level 1 a skill might give +4 to Strike, +0 to Parry and -4 to Vital Strike with a weapon. At level 1, the only plus that really counts is the +4 to strike. At level 2 the PC will get +8 to strike, +4 to Parry and +0 to Vital Strike (now only the Vital Strike does nothing). At level 3: +12 to Strike, +8 to Parry, +4 to Vital Strike.

If a PC has different skills that give plusses on the same action with the same weapon (e.g. Street Fighting: Armed and Knife Fighting both give plusses to Vital Strike with knives) the PC takes only the highest bonus for each action (the plusses do not combine).

Kickboxing (Combat)- Gives the following actions with feet:

+4 to Wing
+4 to Parry
+4 to Knockaway
+0 to Strike

Knife Fighting (Combat)- Gives the following actions with knives and daggers:

+8 to Vital Strike (Bladed)
+4 to Jump
+4 to Split Action: Jump and Strike
+0 to Dodge

Knife Throwing (Combat)- The PC has trained in throwing knives, daggers and other thrown, bladed weapons. Gives the following actions when throwing only:

+2 per level to initiative
+4 to Strike
+0 to Vital Strike
-4 to Blinding Strike
No penalty for targeted strikes.

Ordinance (Combat)- Gives the following with grenades, molotov cocktails, anti-tank weapons and grenade launchers:

Double Aim (takes 2 rounds, gives +8 to the next action).
+4 to Strike (Projectile)
+4 to Jump

Pistol (Combat)- The PC has trained at close quarters combat using pistols. Gives the following plusses:

No penalty for using paired pistols
+2 per level to initiative with pistols
+4 to Vital Strike (Bladed)
+4 to Strike (Projectile)
+4 to Split Reaction: Dodge and Strike
+4 to Split Reaction: Drop and Strike

Rifle/Shotgun (Combat)- The PC has trained with the use of all rifles (including assault rifles and sniper rifles) and shotguns (including sawed-off shotguns). Gives the following actions with those weapons only:

+4 to Vital Strike (Bladed)
+4 to Simultaneous Strike
+0 to Strike

Self-Defense Weapons- Gives the following plusses with pepper spray and tasers.

+4 to Pain/Stun Attack
+4 to Blinding Strike
+4 to Simultaneous Pain/Stun Attack

Sniper (Combat)- Gives the following with sniper rifles. Other types of rifles with scopes can be used at -8.

Double Aim (Takes 2 rounds, gives +8 to the next action).
+4 to Vital Strike (Bladed)
No penalty for targeted strikes.

Specific Weapon Training (Combat)- This is training in some non-projectile weapon that is not covered by any other skill (including blowpipe, fire axe, pickaxe, sledgehammer, tiger claws and whip). Gives the following:

+4 to Strike
+4 to Vital Strike -or- +4 to Pain/Stun Attack (choose one)
+4 to Parry -or- +2 per level to initiative (choose one)

Staff Fighting (Combat)- Gives the following plusses with staves or any long pole being used as a staff.

+8 to Parry
+0 to Strike
+4 to Split Action Jump and Strike

Street Fighting: Armed (Combat)- This is rough-and-tumble, no-rules, do-anything-to-win fighting using whatever objects are available that can be used as weapons. Gives the following plusses using improvised weapons (see p.73) or cheap weapons (baseball bats, chains, crate cutters, crowbars, daggers, knives, pipes, sharpened sticks, etc.):

+4 to Pain/Stun Attack
+4 to Simultaneous Strike
+4 to Crippling Attack
+0 to Slash
-4 to Vital Strike (Bladed and Blunt)

Street Fighting: Unarmed (Combat)- Gives the following plusses with hands and feet only:

+4 to Pain/Stun Attack
+4 to Crippling Attack
+4 to Blinding Attack
+0 to Knockdown
+0 to Stomp

Sword and Shield (Combat)- This is the use of a sword or machete in one hand and a shield in the other. Gives the following plusses:

+4 to Parry
+8 to Split Action Parry and Simultaneous Strike
+0 to Knockaway

Tae Kwon Do (Combat)- One of the most popular martial arts in the world, nearly synonymous with Karate. Focuses on dropping opponents swiftly and efficiently using only hands and feet. Gives the following plusses while unarmed only:

+2 per level to initiative
+4 to Strike with fists or feet
+4 to Pain/Stun Attack
+0 to Split Action Jump and Strike (kick)
+0 to Parry (with the back of the hand)

Wrestling (Combat)- Gives the following plusses:

+0 to Grab
+8 to Grab (Wrestling)
+4 to Knockdown
+4 to Tackle
+0 to Flip

CRTV (Creative)

Cooking (AWR)- Training in various styles of cooking.

Easy (10): Make a tasty meal in a well-stocked restaurant kitchen.

Moderate (20): Make a delicious meal in a middle-class person's kitchen.

Hard (30): Make a delicious meal out of food from the food bank.

Filmmaking (INL)- This is knowledge of the costs, equipment, techniques and art of capturing moving images.

Easy (10): Create an indie movie on Super 8 worthy of play at a minor festival.

Moderate (20): Create a professional quality 30-second commercial.

Hard (30): Direct and produce a pro-quality feature length movie with special effects.

Gardening (INL)- This is knowledge of how to grow small amounts of plants for food, medicine, poison or decoration. To grow on a large scale, see Science: Agriculture. For knowledge of how to utilize medicinal or poisonous plants, see the skills Herbal Medicine and Poisons.

Easy (10): Grow hardy plants in a greenhouse with grow-lights.

Moderate (20): Grow plants in an air-conditioned house with a small grow-light.

Hard (30): Grow exotic plants in a pot in a backyard.

Music (AWR)- This is knowledge of composing, reading, writing, playing and improvising music. Choose one instrument (including voice) that the PC specializes in playing. The PC is -10 when using any other instrument.

Moderate (20): Make up an entertaining song in a few hours.

Hard (30): Make up an entertaining song while jamming.

Legendary (40): Compose songs worthy of an album.

Photography (AWR)- Training in utilizing photographic, developing and printing technology to capturing a scene exactly as the photographer wants it captured.

Easy (10): Use studio lighting to photograph someone looking very nice.

Moderate (20): Capture the beauty of a dark alley.

Hard (30): Make a portrait using daguerreotype technology.

Sculpture (AWR)- This is training in carving beautiful or useful things from rock or wood or forming them from clay.

Easy (10): Make a wooden doorstop.

Moderate (20): Make a clay pot.

Hard (30): Carve a stone statue that is a perfect likeness of someone.

Visual Arts (AWR)- This is training in how to create beautiful or compelling images on paper, cloth, canvas or computer screens. Choose one specialty (e.g. painting landscapes), the PC gets +10 to skill rolls involving that specialty.

Easy (10): Create a recognizable sketch of someone.

Moderate (20): Create a painting that someone would accept as a gift and put up proudly.

Hard (30): Create a painting that could sell for $500 if placed in the right gallery.

Writing (INL)- The PC knows how to describe things in writing in a way that is informative, understandable, technically correct, conforms to a given style and is even pleasant to read. The PC can use this skill to write journalism, academic papers, fiction, technical manuals or even advertising copy.

Easy (10): Write a memo that clearly and concisely describes an incident.

Moderate (20): Write a newspaper article about a tenement that captures the feel of the place.

Hard (30): Write an entertaining technical manual.

CRIM (Criminal)

Alarm Systems (AWR or INL)- This is knowledge of the various electronic alarm systems that protect buildings from intruders. The skill can be used to recognize alarm systems (AWR) and determine how to bypass or disable them (INL). Sometimes AGY rolls are also required to disable or bypass the alarms without setting them off.

Easy (10): Recognize a motion detector -or- Bypass infrared beams.

Moderate (20): Recognize a door sensor -or- Move very slowly past a motion detector.

Hard (30): Recognize pressure sensitive floor plates -or- Dress up in a ice-pack-filled-suit to bypass a heat sensor.

Auto-Theft (INL)- This is knowledge of various tricks for opening vehicles and hot-wiring them. The amount of success determines the time it takes to accomplish the theft, 10+ success means only a few seconds.

Easy (10): Open a door on an older car using a long flat piece of metal.

Moderate (20): Hotwire an older car.

Hard (30): Hotwire a new car with a security system.

Black Market (CHM)- This is knowledge of where and how to purchase illegal goods and services, how to bribe officials, where or how to sell illegal goods and services and how to determine the value of black market goods and services. The PC is at -10 in any other than the PC's home area and -20 in other countries. This skill also allows the PC to start play with illegal items (see p.25).

Easy (10): Buy an infraction level item (e.g. a dime bag of marijuana) or pay for a blowjob.

Moderate (20): Buy a misdemeanor level item (e.g. a switchblade) or bribe a cop to forget about a speeding ticket.

Hard (30): Buy a felony level item (e.g. a machine gun) or hire an assassin.

Legendary (40): Buy a capital level item (e.g. weapons-grade plutonium) or hire mercenaries to overthrow a government.

Card Counting (INL)- Prerequisite: Gambling (1). This is training in remembering the values of cards that have been played to determine what cards are most likely to come up next and give a small (but in the long run very significant) advantage over other players.

Easy (10): Gain a +4 advantage in blackjack.

Moderate (20): Gain a +7 advantage in poker.

Hard (30): Gain a +7 advantage in poker when multiple decks are used.

Drug Resistance (WIL)- This is experience with many types of drugs and practice acting normally while under the influence. Gives +4 per level to save vs. drug effects and can help PCs 'regain' attributes that have been temporarily reduced by the drugs as follows:

Easy (10): +1 to lost attributes.

Moderate (20): +2 to lost attributes.

Hard (30): +3 to lost attributes.

Escape Artistry (AGY)- Prerequisite: Lock Picking (2). This is training in the various techniques that stage magicians use to escape from enclosures. Most uses of this skill require a lock-pick to be hidden on one's person, then contortion to be used to retrieve it and gain access to the lock so it can be picked.

Easy (10): Escape from a pair of handcuffs.

Moderate (20): Escape from a straight-jacket.

Hard (30): Escape from a steamer-trunk wrapped in a chain with a padlock.

Forgery (INL)- This is training in forging signatures, ID cards and other paper based documents. Most attempts at forgery require an investment in equipment (ink, printers, lamination, etc.) which can range from a few bucks (for a cheap ID) to several thousand (for counterfeiting money).

Easy (10): Copy a signature ($1 investment).

Moderate (20): Create a photo ID ($20 investment).

Hard (30): Create California Driver's License (with hologram) ($500 investment).

Legendary (40): Counterfeit money ($5,000 investment).

Gambling (INL)- This is training in various popular games of chance (mainly dice or card games). When playing a game the PC makes an opposed moderate (20 difficulty) roll against their opponents (who can make gambling skill rolls or hard INL rolls).

Lock Picking (AGY)- This is training in opening locks, typically by putting tension on the lock and raking each pin in the lock with a pick until they stick in the proper position. This skill can be used in combination with the Electronics skill to bypass electronic locks.

Easy (10): Pick the lock on a cheap filing cabinet.

Moderate (20): Pick the lock on the door to someone's apartment.

Hard (30): Pick the lock on the change box on a payphone.

Organized Crime (INL)- This is knowledge of the structure, business and culture of organized crime groups that operate in the US, from lowly street gangs to international cartels.

Easy (10): Tell whether two major street gangs are at war.

Moderate (20): Decipher gang graffiti.

Hard (30): Recognize a major mafia Don by sight and know the names and ages of his kids.

Pocket Picking (AGY)- The victim gets an opposed (moderate) AWR roll to sense the theft. Victims can also use common sense (e.g. knowing to check their pockets after someone has bumped into them).

Easy (10): Grab the wallet from the external pocket of an overcoat on a drunk person in a crowd at a rock concert.

Moderate (20): Bump into someone while walking past and pull something out of a pants pocket.

Hard (30): Rob a fellow bus passenger by slitting a pants pocket with a razor blade.

Poisons (INL)- This is knowledge of the origin, use, effects and treatment of poisons.

Easy (10): Find something under a person's sink that, when put on a blade, will exacerbate any injuries the blade makes.

Moderate (20): Manufacture deadly-when-ingested poison from the contents of a gardener's shed.

Hard (30): Recognize a common poison by examining a dead body.

Prowling (AGY)- This is practice in sneaking up on people, moving silently, quickly finding hiding places, crawling through shadows and blending in with the environment. Gives +4/level to prowling rolls (p.57).

Street Drugs (Uses AWR or INL)- This is an overall familiarity with common street drugs – how much they cost, what their effects are, what people act like when they are on them, etc. INL is used for remembering facts, AWR is used for recognizing drugs or drug effects. The skill also includes knowledge of how to manufacture street drugs.

Easy (10): Name the going price for good heroin (INL) -or- Feel and recognize the effects of bennies (AWR).

Moderate (20): Describe heroin withdrawal (INL) -or- Determine how pure cocaine is by looking at and tasting it (AWR).

Hard (30): Create a meth lab (INL) -or- Determine what drug a person is on just by how they look and act (AWR).

TECH (HIGH TECH)

Anonymity (INL)- This is knowledge of how to access the internet while concealing the source of the access. This is typically done through anonymous re-sender servers operated by privacy advocates.

Easy (10): Send an anonymous email for a $5 fee.

Moderate (20): Make an anonymous VOIP phone call for $1/minute.

Hard (30): Chat anonymously, live and for free.

Computer Hardware (INL)- This is knowledge of the parts and peripheral devices that make up modern computer tech and how to purchase, assemble and repair such parts.

Easy (10): Install a network card.

Moderate (20): Build a computer from parts.

Hard (30): Repair a damaged hard drive.

Computer Security (INL)- This is knowledge of how to setup computers and networks to resist malicious software (viruses, trojans, worms) and resist

unauthorized access. Opposed skill rolls can be made vs. the Hacking skill.

Easy (10): Setup a personal firewall on a PC.

Moderate (20): Remove a virus from an infected computer.

Hard (30): Program a router to detect and block denial of service attacks.

Computer Software (INL)- This is knowledge of how to install, use and fix utilities, applications and operating systems.

Easy (10): Reinstall Windows on a buggy computer.

Moderate (20): Turn data in a text file into graphs in a slide-show style presentation.

Hard (30): Hex edit a damaged FAT table to retrieve lost files.

Data Pirating (INL)- Prerequisite: Research: Internet (2). This is knowledge of how to obtain free software, music, even movies and television files via the various file sharing networks and piracy rings on the internet. Downloading the data can take seconds or days depending on the size of the file and amount of success. A PC with this skill starts with $2,000 in pirated data per skill level, anything else must be pirated during gameplay. The skill also includes knowledge of how to crack the copy protection or digital rights management schemes meant to protect data from being pirated.

Easy (10): Find an mp3 of a rare track from an out-of-print album by a popular country singer.

Moderate (20): Find a camcorder-taped copy of a major motion picture that just came out.

Hard (30): Find and crack a major A/V editing software suite weeks before it goes on sale.

Denial of Service (INL)- Prerequisite: Networks (1). The PC knows how to overload computers and network connections by flooding them with false requests or garbage packets. Such attacks are often 'distributed': the hacker takes over several computers and uses all of them to attack at once.

Easy (10): Slow a small web server to a standstill using fifty computers.

Moderate (20): Slow a personal computer's internet connection to a standstill using ten computers.

Hard (30): Slow a major ISP's mail server to a standstill using one computer.

Hacking (INL)- This is knowledge of how to gain unauthorized access to other people's computers and networks. Hacking can be accomplished by finding flaws in software or security setups or by conning users into giving up their passwords. The greater the success, the more access and control the PC has on the target system.

Easy (10): Get into a networked PC that has no firewall.

Moderate (20): Get into a credit report system.

Hard (30): Get into a government database.

Internet Publishing (INL)- This is the ability to create things that people can access via the internet,

Easy (10): Create a simple static web page.

Moderate (20): Create a dynamic web page that people can log into and see content specifically suited to them.

Hard (30): Create a MUD (multi-user dungeon) game that people can play by sending text messages with cellphones.

Networks (INL)- This is knowledge of the physical technology that makes networks possible: fiber-optic cables, hubs, satellite dishes, wireless routers as well as the networking software and protocols. The PC can setup, tap into or repair networks and can track the physical location of a node.

Easy (10): Setup a home network of 3 computers.

Moderate (20): Give a large office access to an internet pipe and private networked drives.

Hard (30): Tap into a network with packet sniffers and trace malicious packets back to their source.

Phone Phreaking (INL)- This is knowledge of how to gain unauthorized access to and control over telecommunications equipment: PBXs, voicemail systems, cellular networks, pagers, etc.

Easy (10): Get a payphone to let you make a free phone call.

Moderate (20): Clone a cellphone so you can make calls on another person's account.

Hard (30): Find someone's unlisted phone number and have calls to that number forwarded to you.

Programming (INL)- This is knowledge of how to create (as well as analyze) computer software. Along with Hacking this skill can be used to create malicious software (e.g. viruses).

Easy (10): Create a calculator.

Moderate (20): Create a word processor.

Hard (30): Create an operating system.

Research: Internet (INL)- This is knowledge of how to find anything on the web quickly, efficiently and cheaply. The PC also knows generally what types of information are available on the net, what are the technological and economic mechanisms that make them available and what are the motivations of the people who put them there. Please note that this skill only includes finding publicly available resources, it does not include anything that would require hacking or piracy to get.

Easy (10): Find a recipe for Anise-White Chocolate Sauce.

Moderate (20): Find a list of past bishops of a local Catholic church.

Hard (30): Find a live webcam showing a nearby major intersection.

INVS (Investigation/Espionage)

Bomb Disarming (INL)- This is training in disarming explosives.

Easy (10): Dispose of a pipe bomb.

Moderate (20): Disarm a land mine someone has stepped on.

Hard (30): Disarm a briefcase nuke.

Brainwashing (INL)- Prerequisites: Interrogation (1), Torture (1). This is a technique that uses sleep deprivation, hunger, pain and intimidation to break someone's psychological resistance. Over the course of several days

(or weeks) resistance is brought down to a point that the victim can be forced to say, and subsequently to believe, anything that the brainwasher wants. Difficulty is lower if the brainwasher has assistants (or can devote 24 hours a day to the victim), drugs, and unlimited time. Each day, the victims can make a moderate (20 difficulty) opposed WIL roll to keep his or her defenses up for another day.

Easy (10): Brainwash somebody over the course of 2 months, using a full staff, several different types of psychoactive drugs and a polygraph machine.

Moderate (20): Brainwash somebody over the course of 4 weeks using a few doses of truth serum and an assistant.

Hard (30): Brainwash someone in one week with no assistance or special equipment.

Crime Scene Forensics (INL)- This is knowledge of how to use scientific techniques to analyze evidence left at a crime scene, including DNA, blood spatter, fiber, ballistics, footprint, tire track and fingerprint evidence.

Easy (10): Pull a fingerprint off of a doorknob.

Moderate (20): Determine the force of and angle of a blow by examining blood spatters.

Hard (30): Find a fiber on a windowsill and match it to a suspect's sweater.

Disguise (INL)- This is training in the use of physical devices to change someone's appearance: clothing, makeup, wigs, latex masks, platform shoes, etc.

Easy (10): Make a young male look unrecognizable, even by close friends.

Moderate (20): Make a young male look like an old male or a young female.

Hard (30): Make a thin young white male look like an old fat black female.

Forensic Pathology (INL)- This is knowledge of the tests and procedures used to determine the cause and circumstances of death as well as the person's health during life.

Easy (10): Determine what caused a person's death.

Moderate (20): Determine if a person has been a heavy user of any drug.

Hard (30): Determine how many seconds it took for a person to bleed to death from a stab wound.

Impersonation (CHM)- This is training in adopting the mannerisms, posture, accent and voice of another. The skill can also be used, at lower difficulty, to fake being from another ethnic group. The following examples assume a successful Disguise skill roll has also been made.

Easy (10): Wave hello to an acquaintance from across a street.

Moderate (20): Say a few words to coworkers while hurrying through an office.

Hard (30): Speak a few sentences with a friend in an elevator.

Interrogation (CHM)- This is training in the detection of lies and in the use of psychological pressure to keep someone from collecting their thoughts. This skill also includes training in the use of polygraph (lie detector) equipment. Use of a lie detector adds +10 to a skill roll.

Easy (10): Yell at someone to disrupt his ability to lie or detect lies (-7 to CHM, INL rolls).

Moderate (20): Convince someone that it is impossible for them to get away with lying to the interrogator.

Hard (30): Convince someone that they're better-off telling the truth.

Military Tactics (INL)- This is knowledge of military strategy and maneuvers, both in theory and in practice.

Easy (10): Draw up a battle plan and explain it to a group of soldiers.

Moderate (20): Assess the military capabilities of a group of fighters by observing them with binoculars.

Hard (30): Using satellite surveillance, direct a group of soldiers in a surprise attack on an enemy compound.

Offensive Driving (AGY)- This is training in driving motor vehicles in combat or chase situations. Gives the following maneuvers (see Vehicle Skills, p.66):

Ram (20): Hit a person or other object with the full force of the vehicle.

Resist (20): Resist an attempt by another vehicle to push the PC's vehicle off the road.

Sideswipe (20): Hit the side of another vehicle with the goal of damaging the vehicle and forcing it off the road or into some obstacle.

Swerve (20): The vehicular equivalent of a dodge.

Research: Law Enforcement (INL)- These are the techniques used by law enforcement, private investigators and skip tracers to gather information on people, including criminal records, recent financial activity, current and previous addresses, family and acquaintances and work history. Law enforcement officers can use this skill to apply for warrants for phone, medical and academic records.

Easy (10): Find outstanding warrants or a six-month-old home address.

Moderate (20): Find complete criminal records or a 2-week-old home address.

Hard (30): Find acquaintances or the last place someone used a credit card.

Torture (INL)- This is training in applying extreme amounts of pain to an individual without killing, knocking out or permanently injuring that person. Victim gets an opposed WIL roll to resist the torture.

Easy (10): Force victim to do or say something when victim has no real reason not to.

Moderate (20): Force victim to betray victim's country or friends.

Hard (30): Force victim to do or say something that will cause victim's death.

WMDs (INL)- This is knowledge of the manufacture, detection, destruction and deployment of biological, chemical and nuclear weapons.

Easy (10): Determine whether a particular gasmask will protect from Sarin gas.

Moderate (20): Recognize an anthrax lab.

Hard (30): Safely dispose of a (non-armed) dirty bomb.

LABR (Labor)

Airplane Pilot (AGY)- This is training in navigating and flying all types of airplanes (does not include helicopters). Gives the following maneuvers (see Vehicle Skills, p.66):

Swerve (20): The vehicular equivalent of a dodge.

Emergency Landing (20): Land on something that is not a landing strip (or without landing gear) without destroying the plane or its passengers.

Sharp Turn (20): Make a tight turn.

Blacksmithing (INL)- This is the ability to make artful or useful things out of metal using moulds or a hammer and anvil.

Easy (10): Create a simple metal tool.

Moderate (20): Create a precise tool or weapon.

Hard (30): Create machinery parts.

Boat Pilot (AGY)- This is the ability to navigate and pilot all types of multiple-passenger water vessels. The PC gets the following maneuvers:

Survive Wave (10-30): By turning into a large wave at the right moment, the ship can ride over it without being capsized (difficulty is based on the size of the wave).

Swerve (20): The vehicular equivalent of a dodge.

Sharp Turn (20): Make a tight turn.

Brewing (INL)- This is the ability to ferment fruit, grains or sugars to create alcohol, as well as distilling alcohol to make spirits.

Easy (10): Make a bad tasting beer with enough alcohol to get drunk (and kill any bacteria in the water).

Moderate (20): Make a tasty beer or a bad tasting brandy.

Hard (30): Make a tasty brandy or an award winning beer.

Carpentry (INL)- This is the ability to build and modify buildings and other large structures.

Easy (10): Build a small temporary shelter that can withstand a storm.

Moderate (20): Build a modern house.

Hard (30): Build a sea-worthy sailing ship.

Demolitions (INL)- This is knowledge of manufacturing, wiring and placing explosives to achieve the desired effect. This skill does not teach how to disarm explosives (see Bomb Disarming, p.20).

Easy (10): Place a charge to destroy the hinges on a tank door.

Moderate (20): Make a pipe bomb.

Hard (30): Bring down a large building (without harming surrounding buildings) using dynamite and radio detonators.

Driving (AGY)- This is training in driving automobiles, trucks and busses. Gives the following maneuvers:

Swerve (20): The vehicular equivalent of a dodge.

Sharp Turn (20): A tight, high-speed turn.

Skidding Turn (30): Make incredibly fast and tight turns by skidding the rear tires.

Electronics (INL)- This is fluency in the electrical components and wiring in everything from an office building to a pocket watch. With the right replacement parts the PC can fix any non-computer electronic device (to repair computers, see Computer Hardware).

Easy (10): Repair a clock radio.

Moderate (20): Wire a house.

Hard (30): Create a voice-modulation circuit.

Heavy Machinery (AGY)- The PC can operate large industrial machines and vehicles such as cranes, bulldozers, steamrollers, forklifts, etc. The PC gets the following maneuvers:

Swerve (20): The vehicular equivalent of a dodge.

Sharp Turn (20): A tight, high-speed turn.

Attack (30): Hit or grab humans or vehicles with the machine's scoop, arm, claw, fork, etc.

Helicopter (INL)- This is ability to fly a helicopter or similar vehicle. Gives the following maneuvers:

Swerve (20): The vehicular equivalent of a dodge.

Hover (20): Stay still in the air.

Sharp Turn (20): Make a tight turn.

Mechanics (INL)- This is the ability to analyze, maintain, repair and create mechanical systems.

Easy (10): Sabotage a garage door opener by sticking something in a gear.

Moderate (20): Repair an old fashioned pocket watch or an automobile transmission.

Hard (30): Engineer and build a mechanical device that makes a preserved corpse look like it's doing a little dance.

Motorcycle (AGY)- Gives the following maneuvers.

Jump (20): Jump the motorcycle over holes or obstacles.

Sharp Turn (20): Make a tight turn.

Skidding Turn (30): Make incredibly fast and tight turns by skidding the rear tire.

Stairs (20): Go up or down stairs or similar impediments.

Swerve (20): The vehicular equivalent of a dodge.

Trample (30): By raising the front wheel up, the driver can attempt to knock down and run over a person.

Plumbing (INL)- This is the ability to repair, maintain and install plumbing.

Easy (10): Clean out a clogged pipe.

Moderate (20): Bring water in from a street line.

Hard (30): Create a solar-powered water heater.

Vehicle Skills In Brief

Unlike normal skills, which list an easy, moderate and hard action that can be done with the skill, vehicle skills list a number of maneuvers that can be made with the skill. Each maneuver has its own difficulty. See the section on Vehicle Skills (p.66) for more.

MEDI (Medical)

Diagnosis (INL)- The ability to examine a patient and determine what disease a patient has and the severity/progression of that disease. A full examination includes observing physiological differences, getting a medical history, asking the patient to describe what he or she is experiencing and doing laboratory tests.

Easy (10): Diagnose a disease by doing a full examination (see above).

Moderate (20): Diagnose without doing any tests.

Hard (30): Diagnose just by looking at a patient.

Emergency Medicine (INL)- This is training in keeping patients alive long enough to get them to a hospital.

Easy (10): Clean and dress wounds (prevent additional bleeding and reduce chance of infection).

Moderate (20): Intubate a patient to make sure that air can continue to flow into the lungs.

Hard (30): Do emergency surgery to reduce intracranial swelling.

Pharmacology (INL)- This is knowledge of the use of pharmacological treatments (drugs) for various illnesses, as well as the side effects and possible interactions of pharmaceuticals. Keep in mind that an accurate diagnosis (see Diagnosis, above) is the prerequisite for any pharmacological treatment.

Easy (10): Prescribe a treatment for pain.

Moderate (20): Prescribe a treatment for late stage AIDS.

Hard (30): Prescribe a treatment for a serious drug interaction.

Physical Therapy (INL)- This is the ability to help people recover from serious injuries and illnesses. Therapy involves mostly exercises and stretching.

Easy (10): Help a patient recover from a stab wound to the thigh.

Moderate (20): Help a patient recover from a year in a coma.

Hard (30): Help a patient recover from serious brain damage.

Plastic Surgery (INL)- Prerequisites: Surgery (1). This is the advanced surgery techniques used to change peoples' appearance.

Easy (10): Slightly improve someone's appearance.

Moderate (20): Make someone look very different.

Hard (30): Do a complete sex change operation.

Psychopharmacology (INL)- Prerequisites: Pharmacology (1). This is training in the use of pharmaceuticals to treat psychological problems. One of the major difficulties of psychopharmacology is finding a treatment that works but has side effects mild enough that the patient can be convinced to stay on it.

Easy (10): Prescribe a treatment for anxiety.

Moderate (20): Prescribe a treatment for schizophrenia.

Hard (30): Prescribe a treatment for a patient with manic depression, obsessive compulsive disorder and a sexual fetish.

Surgery (INL)- This is training in the surgical treatments of illnesses. Keep in mind that an accurate diagnosis (see Diagnosis, above) is the prerequisite for any surgical treatment.

Easy (10): Remove a bullet from a thigh without causing additional bleeding.

Moderate (20): Open the chest and repair lacerations to the heart caused by a stab wound.

Hard (30): Replace a defective heart with a donor heart.

Veterinary Medicine (INL)- This is training in the diagnosis, surgical and pharmacological treatment of common animal ailments. The PC can also treat humans at +10 difficulty.

Easy (10): Splint a broken bone.

Moderate (20): Treat a common communicable disease.

Hard (30): Open-heart surgery.

PEOP (People)

Fashion and Beauty (CHM)- Put together an outfit, makeup, jewelry and hair style that accentuates positive features and sends a certain impression.

Easy (10): Put together an attractive outfit (+4 to seduction) for $500.

Moderate (20): Put together a very attractive outfit (+8 to seduction) for $100.

Hard (30): Put together an outfit that makes someone look both attractive and intelligent (+8 to seduction and CHM rolls to act smart) for $20.

Language (INL)- Purchase separate levels of this skill for each language the PC knows. Note that some languages are so similar that one language skill may be used to substitute for another at increased difficulty (e.g. substitute Language: Latin for Language: Italian at +20 difficulty).

Easy (10): Read and write text in the given language.

Moderate (20): Speak slowly about common things.

Hard (30): Have a normal-paced conversation.

Legendary (40): Speak with perfect, accent-less fluency.

Oratory (CHM)- This is training in speaking before an audience, making the most persuasive arguments for different types of audiences and using cues from the audience to gauge which persuasive tactics are working and which aren't.

Easy (10): Write a speech designed to work on a particular audience (+4 to persuasion rolls).

Moderate (20): Notice when a strategy isn't working and change gears (can re-roll a bad persuasion roll).

Hard (30): Predict the arguments an opponent will make and pre-argue against them (-7 to the opponent's persuasion roll).

Performance (CHM)- This is training in entertaining an audience via a public performance. Choose one of the following specialties: dance, acting, comedy, signing. The skill can be purchased multiple times for different specialties.

Easy (10): Passable performance.

Moderate (20): Entertaining performance.

Hard (30): Award-winning performance.

Psychotherapy (CHM)- This is training in helping people overcome psychological problems and traumas using various forms of therapy (talk therapy encourages people to discover their own feelings and mental processes; cognitive therapy teaches people to avoid illogical or harmful thoughts; role-playing therapy helps people prepare to deal with real-life situations; exposure therapy helps people deal with fears by slow exposure to the source of the fears).

Easy (10): Help a patient overcome a mild phobia.

Moderate (20): Help a patient deal with the psychological effects of a recent severe trauma.

Hard (30): Help a patient overcome an ego dystonic sexual fetish.

Legendary (40): Help a patient discover that he or she is paranoid and delusional.

Seduction (CHM)- This is practice at seducing people. Every level of the skill gives +4 to seduction rolls (see p.58). The skill can also be used to notice body language cues that tell how easy to seduce a person is or how well a seduction is going (moderate difficulty).

Storytelling (CHM)- This is the ability to tell entertaining and engaging stories.

Easy (10): Entertain small children.

Moderate (20): Entertain young adults.

Hard (30): Entertain battle-weary veterans.

TRAD (TRADITIONAL)

Acupuncture (INL)- This traditional form of Chinese medicine uses needles in specific points to effect the functioning of the body.

Easy (10): Ease pain from a damaged nerve.

Moderate (20): Ease nausea.

Hard (30): Completely anesthetize someone for surgery.

Animal Training (CHM)- Care for and training of animals. The difficulty is based on the complexity of the task and the natural 'trainability' of the animal.

Easy (10): Keep a dog alive and keep it from going feral.

Moderate (20): Train a dog to fetch thrown objects.

Hard (30): Train a dog to stop at "don't walk" lights.

Legendary (40): Train a cat to stop at "don't walk" lights.

Local Geography (INL)- Choose one urban or rural area for this skill. The skill can be purchased multiple times for different areas. This is familiarity with getting around and finding things in the area as well as landmarks, businesses and neighborhoods.

Easy (10): Find an address.

Moderate (20): Find a Pakistani grocery store.

Hard (30): Shave 30 minutes off a rush-hour drive by taking the right freeways.

Ethnogens (INL)- This is knowledge of how to recognize, harvest, prepare and use as safely as possible the plant (and occasionally animal) based substances that native peoples have used to induce altered states of consciousness. Also gives +4 per level to save vs. ethnogen effects.

Easy (10): Tell whether Khat is a stimulant or depressant.

Moderate (20): Recognize the symptoms of Datura overdose.

Hard (30): Brew Ayahuasca.

Herbal Medicine (INL)- This is traditional knowledge of the use of herbs for the treatment of diseases. In urban areas, herbs can be bought in herb shops and botanicas.

Easy (10): Treat headaches.

Moderate (20): Treat the symptoms of a flu.

Hard (30): Treat a major infection.

Hypnosis (CHM)- This is the ability to put willing people into an altered state of consciousness where they are highly open to suggestion. There are many things hypnosis can not do: memories can not be made more accurate (although they may be made to seem more accurate), people can not be forced to do something they truly don't want to do, attributes can not be increased (e.g. a person can not be made more agile). Hypnosis can sometimes reveal blocked memories, but it can also cause the hypnotized person to make up completely fictional memories.

Easy (10): Help someone fall asleep.

Moderate (20): Give someone +4 to save vs. drug cravings.

Hard (30): Uncover blocked memories.

Legendary (40): Contact a psychodynamic.

Lipreading (AWR)- The PC can reconstruct what people are saying by watching their lips move. Difficulty increases when the PC does not have a good view of the person's lips or if the person is speaking abnormally (e.g. screaming in anger).

Moderate (20): Read lips at 5 ft. (1.5 m.) in a well-lit room with the person speaking normally.

Hard (30): Read lips at 12 ft. (4 m.) in a dimly lit room.

Legendary (40): Read lips at 12 ft. (4 m.) in a dimly lit room with that person screaming.

Light Sleep (AWR)- This is training in sleeping warily such that one will awaken at any sign of danger.

Easy (10): Awaken if someone turns a light on.

Moderate (20): Awaken if someone is walking around by the PC's bed.

Hard (30): Awaken if any one of several roommates awakens.

Sleight of Hand (AGY)- This is training in manipulating small objects quickly, while misdirecting an audience's attention, so that the manipulation goes unnoticed.

Easy (10): Make a penny "disappear" by palming it and dropping it into a pocket.

Moderate (20): Replace one playing card with another (from a sleeve) while tapping the deck.

Hard (30): Make 10 lit cigarettes disappear by waving one's hand over them.

Street Survival (INL)- This is knowledge of how to find food, spare change and a warm, safe place to live in an urban environment.

Easy (10): Find palatable food in a dumpster.

Moderate (20): Make $2/hr. panhandling.

Hard (30): Build a shelter, using scrounged materials, that can withstand a storm.

Tracking (AWR)- This is the ability to follow the signs that show that an animal or human has passed. This skill is most useful in wilderness areas where the ground can show tracks, but it can also be used in urban areas at a higher difficulty. Tracks grow significantly harder to follow the older they get (generally +1 difficulty per hour after they were made). Tracking can also be used to determine information about the people or animals being tracked: how fast were they going, did they have a limp, did they stop often, etc. A tracking roll can also be made to try to avoid leaving tracks.

Easy (10): Track a large man who ran through muddy ground while bleeding.

Moderate (20): Track a child who was exploring an abandoned building (by looking at disturbed dust).

Hard (30): Follow tracks along the bed of a stream.

Traditional Crafts (INL)- This is knowledge of making simple things using low-tech tools and materials.

Easy (10): Make a deerskin cap.

Moderate (20): Make a bow and arrows from wood, flint, sinew and feathers.

Hard (30): Make a water-tight basket.

Wilderness Survival (INL)- This is training in finding food, clean water and shelter in wilderness environments. The PC must roll for each day in the environment. Difficulty is based on how much food, water and shelter is available in that environment.

Easy (10): Survive in a forest during summer.

Moderate (20): Survive in grasslands during winter.

Hard (30): Survive in the desert.

Step five - Equipment

In Brief: Buy stuff with money from Day Job. Can't buy illegal things without the Black Market skill.

Starting Equipment

Depending on the PC's weekly expendable income (set by Day Job) he or she will get free equipment and services to start:

$50 or less- A few suits of older clothing, some broken-down furniture, a bus pass, a leaky fridge and a rusty oven, a radio, a few old books, plastic dishes and flatware from a fast food place, packages of ramen, a tiny tenement apartment or welfare-hotel room. Note: Homeless PCs can't start with anything they can't carry unless they rent a storage shed.

$51 to $100- One nice outfit and some grungy outfits, old furniture, a barely-running car, a tiny microwave, a small color TV, a bookshelf full of books, older dishes and flatware, a fridge half-full of food, a small apartment in a bad part of town.

$101 to $200- A few nice outfits, old furniture, an older used car, a microwave, a small TV and DVD player, a CD player, a small library of DVDs, CDs and paperback books, an old computer, an apartment with air conditioning.

$201 to $300- Several nice outfits, including a formal suit and a suit for going to nightclubs, cheap new furniture, a new car, an entertainment center, a new computer, a large apartment or small house.

$301 to $400- An SUV, sports car or luxury car, a large variety of nice outfits, nice furniture, new top-of-the-line appliances, a big-screen TV, a top of the line computer, a condo, house or luxury apartment.

$401 or more- Designer or tailored outfits, luxury furniture, professional quality appliances, two new cars (luxury, sports, RV, SUV or vintage), a boat, a home theater, a top of the line computer, a very large house or multiple luxury apartments.

Purchasing Equipment

The PC starts with an amount of money listed in the PC's Day Job description. Buy equipment and services listed in the following section. The GM may disallow some purchases that would be unreasonable for the PC to own.

Be sure to note which equipment is being stored at home (or hidden somewhere else) and which equipment the PC regularly carries on his or her person. The weight of equipment a PC can carry without minuses is STH times 5 lbs. (or STH times 2 kg.). If the weight is not listed then it is negligible. (See Encumbrance, p.59 for more).

Legality

Illegal equipment has one of the following legality ratings.

Infraction: If the PC is caught with this item and doesn't have the proper license or permit, the PC can be fined up to $300. The PC must have at least 1 level in the skill Black Market to start play with one of these items.

Misdemeanor: Without a proper license or permit, the PC could get up to 1 year in jail and/or up to $1,000 in fines. The PC must have at least 2 levels in the skill Black Market to start play with one of these items.

Felony: Without a proper license or permit, the PC could get several years in prison (average 5). The PC must have at least 3 levels in the skill Black Market to start play with one of these items.

Capital: There are very few items at this level of illegality. Nuclear weapons are one. Being caught means being whisked away to a federal facility, being tried secretly and possibly disappearing forever. The PC must have 4 levels in Black Market.

Animals

Dog: Fighting- A dog that has been bred and trained to injure and kill other dogs in illegal fights. It is short and muscular with powerful jaw muscles. It will follow the commands 'kill' (Vital Strike against other dogs at 1d20 vs. 6), 'watch out' (Jump Out at 1d20 vs. 5), 'stop' (stop fighting), 'finish him' (attack the throat of an incapacitated opponent), 'stay' and 'heel'. Costs $1,000.

Dog: Guard- A dog that has been trained to guard property. It will bark at any stranger who comes near the area in which it is enclosed and will attack any stranger who enters the area. It will follow the commands 'stay', 'he/she's okay', 'heel', 'quiet' and 'attack'. Costs $500.

Dog: Service- A dog that has been bred and trained to assist people with disabilities, especially the blind. It will follow the commands 'fetch' (with point), 'heel', 'stay' and 'get help.' The dog will also guide visually impaired people around obstacles. Costs $750.

Dog: Tracking- This dog has been specially bred and trained to use its incredible sense of smell. Choose one of the following specialties for the dog: tracking humans, finding drugs, finding injured people & corpses, finding explosives. In addition to 'find' or 'point' the dog knows 'heel,' 'stay,' 'down' and 'get' (grab the arm of a fleeing suspect). Costs $2,000.

Dog: Untrained- A healthy young dog which knows no commands. Costs $50.

Typical Dog

Attributes: END 10, SPD 15, BDY 2, BLD 2, INCY 3.

Senses: Sight AWR 5, Smell AWR 17, Hearing AWR 15.

Attacks: Bite at 1d20 vs. 6 (2 bladed damage), Vital Strike Bite at 1d20 vs. 12 (4 bladed damage)

Feeding Costs $7/wk.

Helper Monkey- A capuchin monkey which has been specially trained to aid a person with serious physical impairment. The monkey can retrieve items, operate light switches, turn the pages on a book and much more. The monkey has 1 STH, 1 BLD, 1 BDY. If attacked it will fight back with a pain/stun attack (biting a person in a sensitive spot) at 1d20 vs. 5. Costs $10,000.

Homing Pigeon- Trained to return to it's coop upon being released, often with a message attached to it. Costs $200.

Horse: Police- Trained to stop if the rider falls off or drops the reigns, and to attack anyone who attacks or grabs the rider. It understands commands that tell it to 'go/go faster', 'stop', 'slow' and 'turn left/right.' Costs $2,000.

Horse: Pack- Trained to travel on rocky and uneven terrain and to carry heavy baggage. It understands commands that tell it to 'go/go faster', 'stop', 'slow' and 'turn left/right.' Costs $500.

Typical Horse

Attributes: END 20, SPD 45, BDY 6, BLD 6, INCY 3.

Abilities: Thick hide has PR 1 bladed 1 blunt.

Senses: Sight AWR 10 (better for long-distance vision), Hearing AWR 18, Smell AWR 20.

Attacks: Kick at 1d20 vs. 5 (5 blunt), Bite at 1d20 vs. 10 (1 bladed damage, pain/stun attack), Trample (if figure is not prone, horse must rear up, using 1 action) at 1d20 vs. 10 (7 blunt damage, 1 in 20 chance the horse will break a leg).

Feeding Costs $7/wk.

Note: In order to travel on city streets without hurting their hooves, horses must be shod with special rubber shoes.

Horse: Racing- Trained to run at very high speeds (up to 60 SPD) for several minutes, to dodge and weave among traffic. It understand commands that tell it to 'go/go faster', 'stop', 'slow' and 'turn left/right.' Costs $1,000.

Horse: Untrained- A horse that is comfortable with humans, and will let a human climb on top of it, but has otherwise not been trained. Costs $400.

Housecat- A typical housecat. Hard to train, but adept at hunting and killing pests. Has END 5, SPD 13, BDY 1, BLD 3, INCY 3; Sight AWR 10 (no darkness penalty), Smell AWR 15, Hearing AWR 15; a pain/stun attack with claws (at 1d20 vs. 3). Costs $3/wk. to feed. Costs $20.

Exploration & Survival

Arctic Tent- A one-person tent with enough reflective insulation to protect one from an arctic snowstorm. Weighs 30 lbs. (14 kg). Costs $200.

Backpack- Helps people carry their maximum encumbrance (see p.59). Costs $20

Bolt Cutters- Heavy, long handled, can cut chain-link fences and most padlocks easily. It can be used as a weapon (1 bladed or 1 blunt damage, very hard strike (-8), hard entangle (-8)) and if a weapon can be caught between the blades (an entangle), the fighter holding the bolt cutters can use an action to snap the weapon. Weighs 10 lbs. (4.5 kg). Costs $50.

Bottled Water- Costs $0.50.

Camping Net- This lightweight net can hold up to 750 lbs. and is large enough to be used a hammock. Weighs 0.5 lbs. (.2 kg). Costs $75.

Camping Tent- A canvas bag holding a folded up waterproof tent. With practice the tent can be setup or taken down in 5 minutes. Designed for one person. Weighs 15 lbs. (7 kg). Costs $35.

Climbing Rope- High quality rope that a mountain climber or spelunker might use. Has a burn and cut resistant nylon sheath (takes 2 bladed or 4 burn damage to cut the rope). Can hold 6,000 lbs. (2,700 kg). Has moderate bounce. Weighs 1 lb./20 ft. (3 kg./m.) Costs $1/ft. or $3/m.

Dust Mask- A disposable cloth face mask that protects from larger airborne particulates (not from gasses). Costs $0.25.

Ear Plugs- Costs $2.

Emergency Heat Pack- When capsules inside this small gel-filled pouch are broken it becomes very warm and stays warm for up to 1 hour. Can only be used once. Gives +5 to save vs. hypothermia. Weighs 1 lb. (.5 kg). Costs $20.

Entry Tool- This long, heavy tool was designed for SWAT teams to quickly get past obstacles. It is a pry bar, an axe and a sledgehammer all in one (one side of the pole has a hammer-axe, the other has a pry bar). Can be used as a weapon doing either 3 bladed damage (pierces armor as 6) or 4 blunt damage, both at range 2 (hard strike (-4)). Weighs 7 lbs. (3 kg). Costs $250.

Fire Blanket- A reflective, heat-resistant blanket that can be quickly unfolded and wrapped over the body to survive a fire. Can also be used to hide from infrared sensors. PR 10 burn damage. Costs $60.

Fire Extinguisher- Costs $70.

Fishing Kit- A pocket-sized pouch with everything needed to catch fish in an emergency/survival situation (easy Wilderness Survival skill roll). Costs $5.

Fishing Line- A 100 ft. (30 m.) spool of nylon line. Takes hard (30) strength feat to break. Can hold up to 100 lbs. (45 kg.). Weighs 1 lb. (.5 kg). Costs $15.

Flare (Underwater)- Works underwater for 20 minutes. Costs $15.

Flare- Burns with a bright red or green light for 1 hour, illuminating up to 20 ft. (6 m.). Can be held in the hand. Does 2 burn damage when used as a weapon. Costs $5.

Flashlight (Emergency)- This durable flashlight is waterproof and shockproof and uses no batteries. Twisting a hand crank for a few seconds will power it for a minute. Can illuminate up to 25 ft. (7 m.). Weighs 2 lbs. (1 kg). Costs $75.

Flashlight (Keychain)- A tiny flashlight with a bright LED. Can illuminate up to 10 ft. (3 m.). Battery lasts 1 hr. Costs $10.

Flashlight (Large)- A heavy, long metal flashlight with a steel casing. Can be used as a blunt weapon (range 0-1, 2 blunt). Batteries last 12 hours. Can illuminate up to 100 ft. (30 m.) Weighs 2 lbs. (1 kg). Costs $25.

Flashlight (Small)- A cheap plastic flashlight. Batteries last 2 hours. Can illuminate up to 50 ft. (15 m.). Costs $2.

Gasmask- Protects from all inhalation based chemical and biological attacks. It does not protect from agents that work via skin contact. Costs $50.

Gilly Suit- A camouflage body suit covered with textured plastic that looks like foliage. Gives +10 to prowling rolls in undergrowth. Costs $150.

GPS- A handheld unit, can determine location, down to a foot, anywhere in the world. Has street maps for most 1st world locations. Weighs 1 lb. (.5 kg). Costs $500.

Hatchet- A small axe designed for use by campers. Can be used as a 2 bladed damage weapon (range 1). Costs $50.

Headlamp- A waterproof flashlight on a headband, often used by cave explorers. Batteries last 12 hours. Costs $50.

Insect Repellent- Foul smelling cream, lasts 8 hours, one bottle contains 20 applications. Costs $5.

MRE- Meal-Ready-to-Eat, a packaged military ration, designed to fulfill full nutritional requirements, stay edible for years unrefrigerated, and require no preparation. Costs $7.

Parachute- Parachutes can be bought in normal or base-jumping styles. Normal parachutes must open at 2000 ft. (600 m.) to prevent falling damage to the PC. Base-jumping parachutes can be opened as low as 800 ft. (250 m.) but are insufficient for use in higher-altitude jumps. Weight 35 lbs. (16 kg). Costs $1,500.

Protein Bar- Quick energy for situations where it is hard to stop for a meal. Costs $1.

Radiation Detector- Handheld device, clicks in response to radiation (clicks more often the closer it gets to a radiation source). Weighs 1 lb. (.5 kg). Costs $100.

Rock Climbing Kit- A small nylon satchel containing 100 ft. (30 m.) of climbing rope, 6 pitons (1 bladed damage poking weapons), a hammer (2 blunt damage), an ascender, a belay device, a harness, 4 carabineers, 4 cams, a chalk bag and rock shoes. Gives +10 to climbing skill rolls. Weighs 15 lbs. (7 kg). Costs $200.

Rope and Grapple- 30 ft. (10 m.) of climbing rope on a sturdy metal hook. Gives +8 to Climbing rolls. Costs $75.

Rope Saw- A flexible saw-on-a-chain that rolls up into a tiny package (can easily fit in a pocket). Used mainly by campers. Can be used as a 1 bladed improvised slashing weapon. Costs $25.

Scuba Gear- This is a complete diving outfit with wetsuit, gloves, fins, weight belt, regulator, oxygen tank, knife, etc. With the tank fully charged the diver can stay underwater about 2 hours. Weighs 75 lbs. (34 kg). Costs $1,000.

Scuba Gear (Advanced)- This is the latest and most expensive technology, including onboard computers and sophisticated co^2 scrubbing rebreathers. It can allow a diver to stay underwater for 48 hours. Weighs 150 lbs. (68 kg). Costs $10,000.

Sheet-Metal Snips- Heavy-duty snips can cut things as hard as sheet-metal. Weighs 1 lb. (.5 kg). Costs $30.

Ski Goggles- The thick lenses give a wearer PR 1 blunt 1 bladed from attacks to the eyes. Costs $5.

Steel Toed Boots- Work boots with steel protection for toes. Gives +1 blunt damage to kicks. Costs $50.

Sunscreen- 20 applications of a 150 SPF sunscreen. Costs $5.

Swiss Army Knife- Comes with a blade, corkscrew, can/bottle opener, screwdriver, puncher, scissors, hook, file, tweezers and toothpick. Costs $25.

Trenchcoat- A thick, ankle-length coat, waterproof, with large internal pockets. Costs $35.

Water Purifying Canteen- The lid has a heavy-duty filter in it so that any water squeezed out is filtered. Costs $40.

Wetsuit- Designed to keep people warm in cold water. Heat Factor: +10. AR 7, PR 1 bladed 3 skidding. Costs $100.

Winter Coat- A thick, hooded, waterproof coat that goes down to mid-thigh. Heat factor: +7. Costs $10.

Work Gloves- These gloves protect the hands from up to 2 bladed or 4 burn damage. Useful for climbing and rappelling. Costs $20.

Armor in Brief

Heat Factor: This is a simultaneous bonus to save vs. hypothermia and penalty to save vs. heat stroke.

AGY Penalty: The penalty to all AGY rolls while wearing this item.

AR: Armor Rating, this is the amount of the body that the armor covers and the amount of success that an enemy must make on a strike to hit some hole in the armor. See p.60 for more.

AR 20: Full body protection with no weak spots.

AR 15: Full body protection with some weak spots.

AR 12: Face completely exposed.

AR 10: Head completely exposed.

AR 7: Head, neck, hands, feet completely exposed.

AR 5: Only body, thighs, upper arms covered.

AR 4: Only torso and hips covered.

AR 3: Only torso covered.

PR: Protection Rating, how much of each type of damage the armor protects from. If an armor protects from 6 bladed damage, then a strike that does 10 bladed damage that hits the armor would only do 4 bladed damage to the wearer.

Armor

Ballistic Vest- A kevlar vest thin and small enough to be concealed under a uniform or business suit. Can be noticed with a Hard (30) AWR roll. AGY Penalty: -1. Heat factor: +5. Gives AR 5, PR 6 bladed 2 blunt. Weighs 15 lbs. (7 kg). Costs $500.

Chainmail- Long shirt made of metal rings, metal plates over arms and legs. Weighs 30 lbs. AGY penalty: -2. Heat Factor: +4. AR 6, PR 3 bladed 2 blunt. Weighs 15 lbs. (7 kg). Costs $500.

Hazmat Suit- A rubber suit with a built-in gasmask, designed to provide complete protection from biological and chemical toxins. AGY penalty: -1. AWR penalty: -1. +20 heat factor. AR 20, PR 1 bladed. Weighs 10 lbs. (5 kg). Costs $600.

Firefighting Suit- A suit with helmet, gloves, boots and gasmask designed to protect firefighters from dangers of smoke and extreme temperatures. Has reflective patches so firefighters can see each other in the dark. Weighs 20 lbs. (9 kg). AGY penalty: -3. SPD penalty: -2. Heat factor: +5. AR 10, PR 2 bladed 1 blunt 6 burn. Weighs 12 lbs. (5 kg). Costs $250

Leather Jacket- A knee length, thick leather jacket. Heat factor: +4. AR 5 PR 1 bladed 1 blunt. Costs $75.

Motorcycle Outfit- A black leather jacket, chaps, boots and a motorcycle helmet. Heat factor: +7. With helmet: AR 10 PR 3 bladed 1 blunt 5 knockout 5 skid 2 fall. Without the helmet: AR 7, PR 3 bladed 1 blunt 4 skid 2 fall. Weighs 7 lbs. (3 kg). Costs $150.

Plate Armor- A series of metal plates which slide over each other at joints, with full metal helmet with eye slits. Weighs 75 lbs. AGY penalty: -5. AWR penalty: -5. Heat factor: +8. AR 15, PR 6 bladed 5 blunt. Weighs 20 lbs. (9 kg). Costs $400.

Riot Armor- Padded armor covering the chest, with arm, leg and crotch guards and a helmet with clear-plastic faceplate. Designed to protect from thrown objects and small caliber weapons. AGY Penalty: -4. AWR Penalty: -2. Heat factor +10. Gives AR 14, PR 7 bladed 5 blunt. Weighs 20 lbs. (9 kg). Costs $2,000.

SWAT Armor- An armored body-suit and helmet designed to provide all-over protection from even high-powered firearms. AGY Penalty: -5. AWR Penalty: -4. Heat factor: +10. Gives AR 10, PR 10 bladed 3 blunt. Weighs 20 lbs. (9 kg.) Costs $4,000.

High Tech

Computer Hardware

Desktop (Gaming)- A brand new computer with top-of-the-line parts: the fastest processor, biggest hard drive, a huge flat-screen monitor, the newest video card, surround sound and more. Avid gamers are typically the only people who need a computer this advanced. Costs $3,000.

Desktop (Used)- An older computer, with a relatively slow processor, small hard drive and a smallish CRT monitor. It's fine for browsing the web, but may have trouble running some of the newest software packages. Costs $300.

Laptop (Military)- A moderately powerful laptop designed to be moisture, shock and dust resistant. Can take up to 1 bladed or 1 blunt damage and still work. Batteries last 8 hours. Weighs 5 lbs. (2 kg). Costs $4,000.

Laptop (New)- A new top of the line laptop computer. It's light (2 lbs. or 1 kg), has a big screen and a long battery life (10 hours). Costs $4,000.

Laptop (Used)- An older model laptop computer. Compared to the newest models it's heavier (5 lbs. or 2 kg), slower, has a smaller screen and a shorter battery life (2 hours). Costs $400.

Palmtop Computer- A tiny handheld computer with a touch sensitive screen. It can't run desktop computer software, but it can be used to play games, check email, access calendar and address book info, take notes, play music or movies and even browse the web (with Cellular Internet Access Card). Costs $250.

Printer- Can print documents or (with special paper) decent color photos. Costs $70.

Server- A large flat box, designed to be mounted in a case. Its hardware is designed to be very reliable and many of its parts can be swapped out without even turning it off. It's perfect to run a web or mail server, or to record a continuous flow of data from digital sensors, or to be a workhorse for some scientific or statistical project. Costs $5,000.

Smart Phone- A cellphone that also doubles as a palmtop computer (see p.28). Costs $500.

UPS- Provides up to 15 minutes backup battery power for computers or other appliances. Costs $100.

Wearable Computer- This custom built system consists of a glasses-mounted display, a keyboard that wraps around a forearm and a moderately powerful computer (complete with cellular internet connection) that can be worn as a backpack or hip-belt. Weighs 4 lbs. (2 kg). Costs $5,000 +$10/wk. for cellular internet service.

Software

A/V Production Suite- Programs that allow for the professional editing of music and video, including common special effects. Costs $500.

CAD Suite- Software that allows for Computer Aided Design of everything from buildings to microchips. Costs $600.

Developer's Suite- A set of programs that allow programmers, database administrators and web developers to practice their craft. Costs $400.

Encryption Software Suite- Tools that allow people to encrypt individual messages or files or to encrypt the contents of a hard drive. Costs $75.

Office Application Suite- All the software one would need to create and edit a document, spreadsheet, database or presentation. Costs $200.

Script Kiddie Suite- A collection of programs designed to allow amateur hackers to hack systems automatically by running various scripts. The program will scan a network and find any computer that has a commonly known security hole and then exploit that hole to give the user access. Consistently makes Hacking rolls (see p.20) at 10 success. Legality: Misdemeanor. Costs $100.

Security Package- A suite that includes the latest antivirus and firewall software, with free updates. Adds +10 difficulty to hacking or virus attacks. Costs $100.

Translation Software Suite- A set of translators that will translate text from one language to another. The translations are far from perfect, but they are usually good enough to be able to get the meaning of text. Also comes with OCR (optical character recognition) and voice recognition software, but use of these reduces the accuracy of the translation even further. Costs $250.

Visual Arts Suite- All the software one would need to create digital art or illustrations or manipulate a photo. Costs $200.

Communication

Cellphone (Basic)- A cheap cellphone that can't do anything besides make phone calls. Costs $30 +$5/wk. for service.

Cellphone (Top of the Line)- This cellphone boasts all the latest features, including the ability to shoot pictures and short movies and to send and receive text messages. Costs $150 +$7/wk. for service.

Cellular Internet Access Card- This card allows a laptop or palmtop computer to access the internet from anywhere that has cellular coverage. Costs $100 +$10/wk. for service.

Ear Bud Radios- A tiny ear bud is connected via a thin wire to a radio that can be hidden under a shirt. Maximum range 600 ft. (200 m.). Costs $100/ea.

Encrypted Cellphone- Allows users who share an encryption key to have scrambled conversations over normal cellphone networks. Costs $1,000 +$5/wk. for service.

Pager- With the ability to receive text messages via email. Costs $25 +$2/wk. for service.

Satellite Phone/Modem- This is a device with a small satellite dish that allows someone to make phone calls or connect to the internet from virtually anywhere in the world. Weighs 5 lbs. (2 kg). Costs $3,000 (+$20/minute for service) or $100/wk. rental.

Walkie Talkies- Maximum range 600 ft. (200 m.). Cost $15/ea.

Walkie Talkies (Advanced)- Water and shock proof. Built in voice scrambling. Optional hands-free headset. Maximum range 7 miles (11 km.) in open areas or 3 miles (5 km.) in the city. Cost $150/ea.

Lifestyle

Art Collection- $200 for 'okay,' $8,000 for 'impressive,' $50,000 for 'amazing.'

Condoms- Costs $1 for a pack of 6.

Fiction Book Collection- $50 for 'small', $250 for 'okay', $1,000 for 'impressive', $5,000 for 'amazing'

Hip Flask- Flat, therefore easier to conceal. Can hold up to 10 doses of alcohol (see p.32). Costs $25.

Home Entertainment Center- DVD, stereo, big-screen TV, big speakers. Costs $5,000 or $7/wk. to rent.

Instrument (Acoustic)- A non-electronic instrument, like a guitar, pair of bongos, harmonica, sitar, saxophone, etc. Costs $50.

Lighter (Disposable)- Costs $0.50.

Lighter (Expensive)- Can light a damp cigarette in high winds. Costs $20.

Makeup Kit- Enough makeup to use the Fashion & Style skill without penalties Costs $40.

Movie Collection- $200 for 'small', $1,000 for 'okay', $4,000 for 'impressive', $20,000 for 'amazing'

Music Collection- $100 for 'small', $500 for 'okay', $2,000 for 'impressive', $10,000 for 'amazing.'

Portable CD/Radio- Costs $10

Spray Paint- A normal can of spray paint. Can be used as a blinding weapon. Costs $10.

Wristwatch- Costs $2.

Wardrobe

Clothing Collection- A wardrobe large enough for the Fashion & Style skill to be used without any penalties. Includes outfits and shoes appropriate to every type of social function, from business meetings, to church, to a singles bar. Must be purchased twice if the PC will be dressing as either gender. Includes the items Clubwear and Formal Outfit (see below). Costs $3,000.

Clubwear- New, trendy clothing appropriate for a party or going out to a club. Gives +2 to seduction rolls. Costs $150.

Costume- Specially tailored or commissioned outfit, e.g. a stage magician's outfit, a historical re-enactor's middle-ages dress, a superhero costume, etc. Costs $200.

Fetish Outfit- An outfit designed to appeal to people of a particular minority sexual preference. Gives +8 to seduction rolls towards those people. Costs $100.

Formal Outfit- A formal outfit that might be appropriate for a business meeting. It is the right size, but not tailored. Costs $200.

Format Outfit (Tailored)- A formal outfit, incorporating the best materials and latest styles, hand-tailored to fit the wearer perfectly. Gives +2 to seduction rolls. Costs $2,000.

Jogging Outfit- Sneakers and grey sweats. Costs $10.

Military Surplus Outfit- A full outfit, including boots and a hat, from military surplus stores. Mostly olive green and cammo. Gives +4 to prowling in greenery. Costs $60.

Raincoat- A thin plastic raincoat, with hood, which can be folded up small enough to fit in a pocket. Costs $7.

Scrubs- Cheap disposable clothing as a doctor or nurse might wear. Does not include shoes. Costs $10.

Street Outfit- Includes shoes and a hat; bought from thrift stores; appropriate to the current weather; comfortable, durable, warm, looks okay if it gets a little dirty. It is not at all 'stylish'. Costs $15

Uniform- A uniform purchased from a uniform store. Note that law enforcement uniforms are a Misdemeanor level item (unless the PC is law enforcement).

Costs $20 for service industry.

Costs $50 for private security.

Costs $75 for law enforcement.

Drugs in Brief

Administered: How the drug is taken. Note that intravenous injections take a skill roll (using the skill Street Drugs or a MEDI skill).

Effects: What the effects are of one dose of the drug. Effects that can be saved against have the difficulty to save listed after them. E.g. "+7 STH, Vomiting (10), Unconsciousness (20) for 2 hours" means that for two hours the user gets +7 STH, must save vs. vomiting at 10 difficulty and vs. unconsciousness at 20 difficulty every hour. Roll vs. effects once per the period listed for the effects (e.g. every hour, every minute, etc.).

Withdrawal Effects: Effects experienced when the chemical starts to exit the user's system (unless stated otherwise, this is when all the Effects cease).

Tolerance: How much more of the chemical a user must use after having taken many doses. Tolerance increases by 10% for each week of regular use. The maximum tolerance for the drug is listed.

Addiction: When there is a possibility that a drug may be psychologically and/or physiologically addictive, the difficulties are listed here. Users must save vs. addiction based on the listed difficulties with +1 difficulty for each consecutive dose. The difficulty to resist drug cravings and any special circumstances which will trigger cravings is listed. E.g. Psychological Addiction Difficulty 15 means that if a PC uses 7 doses in a row he or she must make a roll of WIL + 1d20 vs. 22 or become psychologically addicted to the drug. See p.63 for the complete rules of addiction.

Long Term Effects: These are the additional effects on a user who uses the drug regularly.

Long Term Withdrawal Effects: These are the additional effects of withdrawal on a user who has been using the drug regularly.

Overdose: Each drug may have several overdose ratings. "Overdose (2x)" may list the effects of taking two doses at once, "Overdose (4x)" may list the effect of four doses. Unless stated otherwise, assume the overdose effects last as long as the normal effects.

Medical

Pharmaceuticals

Antibiotics

Administered: Orally as pills

Effects: +8 to save vs. disease progression for bacterial infections.

Overdose (2x): Nausea (20) for 2 hours.

Legality: Misdemeanor without a prescription.

Costs $50 for a full 3 week course

Antibiotics (Severe)- This selection of powerful antibiotics is usually reserved for fighting antibiotic resistant strains and has severe side effects.

Administered: Intravenously.

Effects: +12 to save vs. disease progression for bacterial diseases, hair loss, joint pain (-5 AGY), Vomiting (20), liver damage (permanent -4 to save vs. poison/drug effects), digestive system damage (-15 to save vs. nausea for 3 months).

Legality: Misdemeanor without a prescription.

Costs $300 for a full 3 week course.

Anti-Nauseant

Administered: Intramuscular Injection

Effects: +10 to save vs. nausea for 4 hours

Legality: Misdemeanor without a prescription.

Costs $20/dose.

Anti-Psychotic- A drug that suppresses the parts of the brain involved in psychosis, hallucinations and schizophrenia. It also suppresses the parts of the brain involved in the experience of pleasure and creativity. It is often over-used in mental hospitals, along with sedatives, to make people docile. It also suppresses supernatural abilities.

Administered: Orally as pills or intra-muscular injection.

Effects: +10 to save vs. hallucinations/delusions, -2 INL, -2 AWR, -2 AGY, Dysphoria (10), -10 to supernatural skill rolls. Lasts 24 hours.

Withdrawal: -10 vs. hallucinations/delusions for 24 hours.

Long Term Effects: Because the pills have an anhedonic (loss of ability to feel pleasure) effect, regular users must make weekly WIL rolls (10 difficulty) to continue taking the drug willingly.

Overdose (2x): -7 AWR, -7 INL, -7 AGY, +20 to save vs. hallucinations/delusions, Dysphoria (20), -20 to supernatural skill rolls.

Overdose (4x): Tardive Dyskenesia (permanent -4 AGY due to brain damage), Stupor (30).

Legality: Misdemeanor without a prescription.

Costs $4/dose.

Anti-Shock- A drug that helps keep the body from going into shock after a physical trauma or systemic infection.

Administered: Intramuscular injection

Effects: +10 to save vs. trauma or physiological shock for 2 hours.

Legality: Misdemeanor without a prescription.

Costs $10/dose.

Anti-Toxin Kit- A briefcase sized metal case containing ipecac, activated charcoal, antitoxins and antivenoms for common types of poisons. Allows the Pharmacology skill to be used in the field to treat poisoning at only -5 (as opposed to no penalty in a hospital with a full pharmacy). Costs $100.

Anxiolytic- Used to treat anxiety, stress and panic disorders.

Administration: Orally as pills.

Effects: +7 to save vs. fear and psychological shock for 24 hrs.

Tolerance: +10% for every month of daily use (max. +50%).

Addiction: Psychological Addiction Difficulty 0, Craving Difficulty 15 (cravings triggered by fear or worry).

Tolerance: max. +50%

Long Term Withdrawal Effects: After 1 month of daily use: -10 to save vs. fear for 2 days.

Overdose (2x): +10 to save vs. fear, -3 AGY, -2 INL, -2 AWR, -5 to save vs. unconsciousness for 24 hours.

Overdose (4x): Unconsciousness (30), Coma (10) for 24 hours.

Legality: Misdemeanor without a prescription.

Costs $2/dose.

Birth Control Pills- Misdemeanor without a prescription. Costs $30/wk.

Ipecac- Causes immediate vomiting when swallowed. Costs $5/dose.

Local Anesthetic- Used for numbing body parts when doing minor surgery.

Administration: Injected into tissues.

Effects: Insensitivity to pain in given area for 1 hour.

Overdose (2x): Dizziness (-10 to save vs. loss of balance), light-headedness (-4 INL), Vomiting (10) for 1 hour.

Legality: Misdemeanor without a prescription.

Costs $10/dose.

Opiate Painkillers- Used as a painkiller and a drug of abuse.

Administration: Orally as pills (can also be snorted or injected).

Effects: +10 to save vs. pain, +5 to save vs. fear, -3 INL, -3 AGY, Euphoria (10) for 6 hours.

Withdrawal Effects: Insomnia (20), -4 to save vs. pain/fear for 12 hours.

Tolerance: max. +200%

Long Term Effects: After daily use for a month: weakened immune system (-4 to save vs. disease contraction and progression).

Long Term Withdrawal Effects: After daily use for a month: cramps (roll vs. distracting pain, difficulty 20), Insomnia (30), flu-like symptoms, diarrhea for 7 days.

Addiction: Physiological Addiction Difficulty 5, Psychological Addiction Difficulty 5, Craving Difficulty 20.

Overdose (2x): +16 to save vs. pain, +7 to save vs. fear, -5 INL, -5 AGY, euphoria (20), unconsciousness (20).

Overdose (4x): Cardiac Arrest (10), fluid in lungs (-10 END).

Overdose (8x): Cardiac Arrest (30), Pulmonary Arrest (30).

Legality: Felony without a prescription.

Costs $2/dose.

Sedative- Used to treat panic, psychosis and insomnia.

Administration: Intramuscular injection.

Effects: +7 to save vs. fear/anger, +3 to save vs. pain, -7 to save vs. unconsciousness, +7 to save vs. insomnia, +4 to save vs. hallucinations/delusions for 12 hours.

Tolerance: max. +50%

Addiction: Physiological Addiction Difficulty 0, Psychological Addiction Difficulty 0, Craving Difficulty 15.

Long Term Withdrawal Effects: After 1 week of daily use: Insomnia (20), Panic (10).

Overdose (2x): Unconsciousness (30), -4 INL, +10 to save vs. fear/anger.

Overdose (4x): Coma (30).

Overdose (8x): Cardiac Arrest (40).

Legality: Misdemeanor without a prescription.

Costs $3/dose.

Medical Equipment

Carry Board- A lightweight board with straps and handles for immobilizing and carrying wounded patients. Weighs 15 lbs. (7 kg). Costs $150.

Field Surgical Kit- A canvas roll with a series of surgical tools and supplies, all sterile in waterproof packaging, that allows someone to use the Surgery skill in the field at -10 (as opposed to no penalty in a fully-stocked operating room). Has weapons that can be used as 2 bladed damage slashing or poking improvised weapons (p.73). Weighs 5 lbs. (2 kg). Costs $100.

First Aid Kit (EMT)- A large plastic box which opens to reveal many shelves (like a tackle box) containing various tools that a trained Emergency Medical Technician might find of use. Includes everything in First Aid Kit: Semiprofessional as well as: industrial scissors (for cutting off clothes), tracheotomy kit, intubation tube, intubation air pump, stomach pump, neck brace, cling film, Anti-Toxin Kit, 4 doses Anti-Shock. Weighs 25 lbs. (11 kg). Costs $250.

First Aid Kit (Minor)- A pocket-sized plastic box designed for use by people with no medical training to deal with minor (non-life-threatening) injuries. Costs $10.

First Aid Kit (Semiprofessional)- This kit is designed for people who have taken a first aid course and want a kit to keep in their home, office or vehicle. This is a briefcase sized metal box containing bandages, gauze, medical tape, butterfly bandages, disinfectant wipes, disinfectant spray, cold pack, gloves, CPR mouth-guard, eyewash, scissors, tweezers, ipecac and aspirin. The kit has no equipment for surgical procedures. PCs with the Emergency Medicine skill can perform easy (10 difficulty) tasks with this kit. Weighs 10 lbs. (5 kg). Costs $75.

Hearing Aid- Specially tuned to an individual, helps reduce the effects of the Poor Hearing disadvantage (p.53). Costs $80.

Latex Gloves- Cost $1/pair.

Syringe- Requires a skill roll (Street Drugs or any Medical skill) to hit a blood vessel. Legality: Misdemeanor without prescription. Costs $1/ea. or $10 for 25.

Wheelchair- A non-electronic wheelchair. Can fold up flat. A user can move at a SPD equal to half his or her STH. Costs $100.

Psychoactives

Alcohol- One of the oldest medicinal and recreational drugs. In ancient times, weak alcoholic beverages were the only liquids people could drink without fear of bacterial and parasitic infections. Today, alcohol is the number one recreational drug and number one drug of abuse. In its purest form alcohol can be burned. It can also be used as a disinfectant.

Administered: Orally as a liquid (can also be snorted or taken as an enema).

Effects: +4 to save vs. fear, +4 to save vs. pain, clumsiness (-4 AGY), slower reactions (-4 to INL rolls based on speed of thought), pleasant buzz for 4 hours.

Withdrawal Effects: The next day, sensitivity to stimuli (-10 to save vs. pain/dose), nausea (10 difficulty/dose), headache (10 difficulty/dose) for 6 hours.

Tolerance: max. +500% (Note that tolerance disappears when liver damage sets in, see Long Term Effects).

Addiction: Physiological Addiction Difficulty 10, Psychological Addiction Difficulty 10, Craving Difficulty 20 (cravings triggered by anxiety).

Long Term Effects: For every two years of daily use: brain damage (-1 INL, -1 AWR), permanent Retrograde Amnesia and Anterograde Amnesia (at 2 cumulative difficulty), liver damage (-1 to save vs. drug/poison effects).

Long Term Withdrawal: After 1 month or more of daily use the user experiences delirium tremens: Hallucinations (30), Delusions (30), Panic (20), confusion (-10 INL), Insomnia (30), fever, sweating, Seizures (10), dizziness (-10 to save vs. loss of balance), Cardiac Arrest (10).

Overdose (2x): Vomiting (20), +10 to save vs. fear, +6 to save vs. pain, clumsiness (-10 AGY), confusion (-10 INL), loss of inhibitions for 5 hours.

Overdose (4x): Vomiting (30), Coma (20), Seizures (20) for 6 hours.

Overdose (8x): Coma (30), Seizures (30) for 6 hours. Liver damage (permanent -4 to save vs. drug/poison effects).

Costs $1/dose for fortified wine or beer (wine or beer with extra alcohol added).

Costs $2/dose for canned beer, beer on tap, or a shot of liquor.

Costs $5/dose for good quality beer, wine or other alcoholic beverage.

Costs $15/dose for very high quality alcoholic beverage.

Caffeine

Administration: Orally

Effects: +4 to save vs. unconsciousness, +1 INL for 2 hours.

Tolerance: max. +%100

Addiction: Physiological Addiction Difficulty 1, Craving Difficulty 10 (cravings triggered by sleep deprivation).

Long Term Withdrawal Effects: -4 to save vs. unconsciousness, Headache (10) for 2 days.

Overdose (2x) +7 to save vs. unconsciousness.

Overdose (4x): Shaking/cramps (-4 AGY).

Costs $2/dose for a large cup of coffee.

Costs $3/dose for an espresso shot.

Costs $0.50/dose for a caffeine pill.

Costs $2/dose for an 'energy drink' containing green tea, ginseng and guarana.

Costs $1.50/dose for a large caffeinated soda from a convenience store.

Chloral Hydrate- This prescription sedative is famous as "knockout drops," and has also been used as a recreational drug. It is a derivative of chloroform.

Appearance: Clear green gelcaps.

Administered: 1x effects within 20 minutes if ingested.

1x Effects: Confusion (-10 INL), clumsiness (-10 AGY), weakness (-10 STH), Unconsciousness (30), Coma (10) for 2 hours.

2x Effects: Coma (30), Respiratory Arrest (20).

Legality: Misdemeanor without a prescription.

Treatment: Gastric lavage or induced vomiting.

Costs $30/dose.

Cigarettes- A pack of 12 cigarettes. Cigarettes contain nicotine which has a mild calming effect (as does breathing deeply) and is a weak anti-psychotic (many schizophrenics self-medicate by smoking). Cigarettes can be used in self-defense by burning opponents (hard blinding (-4), hard pain/stun (-4)). Cigarettes have the following drug profile:

Effects: +2 to save vs. fear, +2 to save vs. hallucinations/delusions for 1 hour.

Tolerance: max. +200%

Addiction: Physiological Addiction Difficulty 1, Craving Difficulty 20 (cravings triggered by stress or any activity which was previously always followed by a cigarette).

Long Term Effects: Emphysema (-1 END/2 yrs. Smoking), increased risk of cancer and stroke.

Long Term Withdrawal Effects: -4 to save vs. fear, -4 to save vs. hallucinations/delusions, headache (20), food cravings for 48 hours.

Overdose (2x): Nausea (20) for 1 hour.

Costs $3/12 doses for roll-your-own.

Costs $5/12 doses for generic cigarettes.

Costs $7/12 doses for clove cigarettes.

Cocaine/Crack

Administration: Snorted, smoked or injected

Effects: Excitement, pleasure, +15 to save vs. unconsciousness for 1 hour.

Withdrawal Effects: Dysphoria (10), drowsiness (-10 to save vs. unconsciousness) for 8 hours.

Tolerance: max. +100%

Addiction: Psychological Addiction Difficulty 25, Craving Difficulty 25.

Long Term Effects: After 6 doses in 24 hours: Hallucinations (20 +10/additional dose), Delusions (20 +10/additional dose). After 1 month of daily use: chronically inflamed and runny nose.

Long Term Withdrawal Effects: After 5 doses in 5 days: Dysphoria (20), Drowsiness (-15 to save vs. unconsciousness), increased appetite for 24 hours.

Overdose (2x): Normal effects plus Convulsions (10), Cardiac Arrest (10) for 1 hour.

Overdose (4x): Normal effects plus Convulsions (30), Cardiac Arrest (30), Delusions (20) for 1 hour.

Legality: Felony

Costs $10/dose for cocaine, $5/dose for crack.

Ecstasy- Once used as an 'empathogen' to create empathy during therapy, this drug is now illegal and commonly used in raves.

Administration: Swallowed as pills.

Effects: Euphoria (10), feelings of empathy and openness, -20 to save vs. hallucinations/delusions for 4 hours.

Withdrawal Effects: tiredness (-5 END), dulled senses (-5 AWR), confusion (-2 INL) for 2 days.

Tolerance: max. +100%

Long Term Effects: After 10 doses in 30 days: Insomnia (10), anxiousness (-7 to save vs. fear), irritability (-7 to save vs. anger), poor memory (-10 to memory based INL rolls) for 6 days.

Long Term Withdrawal: After 4 doses in 4 days: Dysphoria (10), Insomnia (10), -7 to save vs. fear for 2 days.

Addiction: Physiological Addiction Difficulty 10, Psychological Addiction Difficulty 5, Craving Difficulty 15.

Overdose (2x): Normal effects plus Confusion (-7 INL), Headache (20), -10 to save vs. heat exhaustion, twitching/tremors (-7 AGY), nausea (-10 to save vs. vomiting), Panic (20).

Overdose (4x): Cramping (-10 AGY), Panic (30), Seizures (20), Cardiac Arrest (20), permanent brain damage (-2 INL).

Legality: Felony.

Costs $10/dose.

Hallucinogen- Used by some as a recreational drug, by others as a religious sacrament, a creative aid or even a psychological tool.

Administration: Orally as pill or tab of paper.

Effects: Hallucinations (30), Delusions (10), +4 AWR, +2 INL for 5 hours.

Tolerance: max. +50%

Long Term Effects: For every wk. of regular use: permanent -1 to save vs. Hallucinations/Delusions.

Overdose (2x): Hallucinations (35), Delusions (20), Panic (10).

Overdose (4x): Hallucinations (40), Delusions (40), Panic (20).

Legality: Felony.

Costs $10/dose

Herbal Sedative/Painkiller- A selection of herbs that are made into a tea (often with peppermint, to hide the foul taste of the herbs). Often includes valerian, poppy, skullcap and chamomile. Gives +4 to save vs. fear/insomnia/pain. Mildly addictive (0 physiological addiction difficulty, 10 craving difficulty). Costs $2/dose.

Herbal Stimulant- A small packet of herbs to be made into tea. The main stimulant chemicals are ephedra (a chemical related to amphetamines, although much weaker) and caffeine. The tea is often taken for symptom relief for flus and colds, to stay awake, to curb appetite or occasionally to combat mild depression. Gives +4 to save vs. unconsciousness/dysphoria and +1 END for 4 hours. Costs $3/dose.

Heroin- This powerful opiate painkiller is a major drug of abuse. It has been losing ground to cocaine and meth, mostly because of easier availability of those drugs.

Administration: Typically injected (can be swallowed or snorted but with lesser effect).

Effects: +20 to save vs. pain, +15 to save vs. fear, -5 INL, -5 AGY, Euphoria (20) for 6 hours.

Withdrawal Effects: Insomnia (20), -4 to save vs. pain/fear for 24 hours..

Tolerance: max. +200%

Long Term Effects: After daily use for a month: weakened immune system (-4 to save vs. disease contraction and progression) for 1 week.

Long Term Withdrawal Effects: After daily use for a month: cramps (roll vs. distracting pain, difficulty 20), Insomnia (30), flu-like symptoms, diarrhea for 2 days.

Addiction: Physiological Addiction Difficulty 5, Psychological Addiction Difficulty 20, Craving Difficulty 25.

Overdose (2x): +25 to save vs. pain, +20 to save vs. fear, -7 INL, -7 AGY, Euphoria (30), Coma (20), Pulmonary Arrest (10) for 6 hours.

Overdose (4x): Pulmonary Arrest (30), Coma (40).

Interactions: The pharmaceutical drug Nalaxone can instantly undo the effects of heroin and cause immediate withdrawal.

Legality: Felony.

Costs $5/dose.

Inhalants- This is one of many industrial products, including paints, glues, solvents and fuels that can be bought cheaply and the fumes inhaled for a quick high.

Administration: Inhaled, usually in a plastic bag.

Effects: Euphoria (20), +10 to save vs. pain, -10 AGY, -10 AWR, -10 INL for 5 minutes.

Overdose (2x): Normal effects plus Vomiting (20), Unconsciousness (20), weakness (-10 STH/SPD/END)

Overdose (4x): Normal effects plus Coma (30), Paralysis (30), Delusions (30).

Withdrawal Effects: Headache (20).

Long Term Effects: For each 6-months of daily use, permanent -1 INL, -1 AWR.

Addiction: Psychological Addiction Difficulty 5, Craving Difficulty 15.

Costs $2/dose.

Marijuana

Administration: Typically smoked (can also be eaten, but with lesser effect).

Effects: Anterograde and Sudden Amnesia (20), -7 INL/AWR, increased appetite, poor time sense, +7 to save vs. pain/fear/anger for 4 hours.

Overdose (2x): Anterograde and Sudden Amnesia (30), -15 INL/AWR, increased appetite, poor time sense, Delusions (20) (paranoid), Panic (20), drowsiness (-15 to save vs. unconsciousness) for 8 hours.

Withdrawal Effects: Red eyes for 8 hours.

Tolerance: max. +200%

Long Term Effects: After daily use for a month: -7 to memory based INL rolls, lowered libido, -7 to save vs. depression/dysphoria.

Long Term Withdrawal Effects: After daily use for a month: headache (10), irritability, insomnia (10) for 2 days.

Addiction: Psychological Addiction Difficulty 1, Craving Difficulty 15.

Legality: Misdemeanor without a prescription.

Costs $3/dose.

Meth- Methamphetamine, a more addictive form of amphetamine, is becoming a widely abused street drug, mainly because it can be made in tiny labs from over-the-counter drugs (rather than cocaine and heroin, which have to be smuggled in from other countries).

Administration: Typically smoked (can also be snorted or injected).

Effects: Excitement, pleasure, loss of appetite, grinding teeth, +10 to save vs. unconsciousness for 5 hours.

Withdrawal Effects: Dysphoria (10), anxiety (-4 to save vs. fear), Insomnia (20) for 24 hours.

Addiction: Physiological Addiction Difficulty 10, Psychological Addiction Difficulty 20, Craving Difficulty 20.

Long Term Effects: After 4 doses in 24 hours: Hallucinations (20 +10/additional dose), Delusions (20 +10/additional dose). After 1 month of daily use: ulcers, malnutrition (-1 BLD, -1 BDY).

Long Term Withdrawal Effects: After 4 doses in 24 hours: Dysphoria (20), Anxiety (-8 to save vs. fear), Insomnia (30), Trembling (-5 AGY) for 24 hours.

Overdose (2x): Normal effects plus difficulty breathing and irregular heartbeat (-10 END) for 5 hours.

Overdose (4x): Seizures (20), Coma (20) for 5 hours.

Legality: Felony.

Costs $5/dose.

Roofies- Legal in Mexico as a prescription sedative, often used in the US as a recreational drug or to drug people in order to rob or rape them.

Administered: Orally as tablets.

Effects: +10 to save vs. fear, +5 to save vs. pain, -10 to save vs. unconsciousness for 6 hours.

Overdose (2x): Within 15 minutes: disinhibition, clumsiness (-10 AGY), confusion (-10 INL), memory impairment (Sudden Amnesia and Retrograde Amnesia at 20 difficulty), drowsiness (-10 to save vs. unconsciousness), dizziness (-10 to save vs. loss of balance) for 8 hours

Effects (4x): Same as 2x effects but with Unconsciousness (30), Respiratory Arrest (20) for 4 hours.

Addiction: Physiological Addiction Difficulty 10, Psychological Addiction Difficulty 1, Craving Difficulty 15.

Long Term Withdrawal Effects: After 10 doses in 10 days: Headache (10), muscle pain (20 difficulty distracting pain), confusion (-5 INL), Hallucinations (10), Seizures (10) for 2 days.

Interactions: 2 doses of Roofies with 2 doses of alcohol cause Retrograde Amnesia (30) for 12 hours.

Legality: Felony.

Costs $10/dose.

Truth Serum- A mixture of Sodium Pentothal (a short-acting barbiturate) and Scopolamine (an anticholingergic deliriant) is used to put people in a state where they are highly suggestible and their memory is impaired to the point that they may forget to lie.

Administration: Intravenous injection.

Effects: Within 1 minute: Confusion (-10 INL), Sudden Amnesia (20), lowered inhibitions, sleepiness (-10 to save vs. unconsciousness), weakness (-7 STH, -7 SPD), clumsiness (-7 AGY), Delusions (10). Effects reduce by half within 1 hour, go away completely in 24 hours.

Overdose (2x): Delusions (20), Sudden/Anterograde/Retrograde Amnesia (30), Cardiac Arrest (10), Weakness (-10 STH, -10 SPD), Clumsiness (-7 AGY).

Overdose (2x): Cardiac Arrest (20), Pulmonary Arrest (20), Delusions (30), Coma (30), Seizures (20).

Legality: Misdemeanor.

Costs $80/dose.

Research

Reference Books- These are the latest guidebooks and reference books designed specifically to let people find information quickly in the field. Some can be used to supplement a pre-existing skill (Ref), substitute for having a skill (Intro) or both (Intro/Ref). See the section on using skills (p.65) for more info. Reference Books come in 1 or more large hardbound volumes (2 lbs. or 1 kg each).

Skill	Type	Vol.s	Cost
Bomb Disarming	Intro/Ref	2	$90
Business	Intro/Ref	4	$100
Computer Hardware	Intro/Ref	2	$50
Cooking	Intro	1	$20
Electronics	Ref	1	$30
Language	Intro/Ref	1	$20
Government	Intro/Ref	4	$80
History: Local	Intro/Ref	2	$30
History: World	Intro/Ref	4	$80
Law: Basic	Intro/Ref	1	$70
Law: Business	Intro/Ref	1	$70
Law: Criminal	Intro/Ref	2	$120
Law: International	Intro/Ref	2	$120
Law: Tort	Intro/Ref	2	$120
Local Geography	Intro/Ref	1	$50
Mythology	Intro/Ref	2	$80
Networks	Ref	1	$60
Pharmacology	Intro/Ref	1	$50
Philosophy	Intro/Ref	2	$80
Poisons	Intro/Ref	1	$30
Programming	Ref	1	$50
Religion	Intro/Ref	2	$80
Science: Agriculture	Intro/Ref	2	$80
Science: Archeology/Paleontology	Intro/Ref	2	$80
Science: Botany	Intro/Ref	2	$80
Science: Chemistry	Intro/Ref	2	$80
Science: Ecology	Intro/Ref	2	$80
Science: Genetics	Intro/Ref	2	$80
Science: Meteorology	Intro/Ref	2	$80
Science: Pathology	Intro/Ref	2	$80
Science: Psychology	Intro/Ref	2	$80
Surgery	Ref	3	$200
Veterinary Medicine	Intro/Ref	1	$20

Research Library- A collection of non-fiction books with a wide range of subjects that allows one to use the Research: Academic skill without leaving one's home.

Small Library (Research: Academic at -30) costs $200.

Medium Library (Research: Academic at -20) costs $1,000.

Large Library (Research: Academic at -10) costs $10,000.

Massive Library (Research: Academic at -5) costs $100,000.

Services

Animal Boarding- For cats or dogs. Costs $10/day.

Background Check (Credit)- Gives a person's major credit and bank activity. Requires the person's social security number. Costs $10.

Background Check (Criminal)- A private company provides a report on any known criminal records a person has (requires person's name and either social security number or date of birth). Only gives records from within the country. Costs $75.

Background Check (Full)- A private company which collects personal information will attempt to provide current address, old addresses, date of birth, phone number(s), major financial assets and property, licenses, vehicles, business/bankruptcy filings, liens, aliases, names and addresses of relatives, credit and bank activity and criminal records. Costs $150.

Bank Account (Offshore)- This bank account allows money to be kept and transferred with little ability of the government to track it. Costs $5/wk.

Beauty Treatment- The PC is given a facial wrap and scrub, manicure, pedicure and hairstyling. Gives a temporary +4 to seduction rolls. Costs $100.

Blood/Urine Test- A blood or urine sample is tested in a lab for common drugs and toxins. Commonly used by employers to screen employees for drug use. Costs $75.

Bus Ride- $1-$2 depending on what zones one wants to travel to. $3 for a day pass. $50 for a monthly pass.

Car Rental- Equivalent to Car (Used), see p.38. Comes with $5,000 liability insurance. Costs $20/day.

Day Care- A child can be left at a licensed drop-in day care center for $10/hr. or 9-5 during workdays for $200/wk.

Insurance (Car)- Covers liability, theft and vandalism, up to $10,000. Rates may vary based on the PC's driving history. Costs $10/wk.

Insurance (Home)- Up to $10,000 replacement cost for any damage to the home itself or any theft or damage to property within the home. Does not cover anything that is the fault of a homeowner or guests. Costs $10/wk.

Insurance (Kidnapping)- Rich executives usually purchase this kind of insurance. The company will earmark $1 million to pay as a ransom if the insured is ever kidnapped. The company will also try to avoid having to pay $1 million by hiring private investigators to recover the kidnapee first. Rates may vary based on the PC's profession and personal history. Costs $200/wk.

Insurance (Legal)- PC pays in advance and gets free consults from a lawyer, and up to 100 hours of free defense if the PC is ever accused of a crime. Costs $10/wk.

Insurance (Life)- If the PC dies, $10,000 will go to a named beneficiary. Medical checkup may be required. No money if PC commits suicide or is murdered by the beneficiary. Costs $10/wk.

Insurance (Medical)- An insurance company pays all "reasonable" medical expenses up to $10,000 per year. Rates may increase based on pre-existing medical conditions. Costs $30/wk.

Legal Research Database Access- This network allows the user to search through case law. Practicing law without access to one of these networks could be considered malpractice. Costs $40/day or $100/wk.

Limo Ride- Costs $75/hr. (min 3 hrs.) +$100/hr. if limo has bullet-proof armor.

Medical Care (Ambulance)- This is the typical cost if a PC without health coverage must be taken to a hospital in an ambulance. Costs $250

Medical Care (Drug Rehab)- Customer stays in a pleasant facility in the country, attends intensive counseling sessions, is given drugs to help endure withdrawals. Gives +15 to saves vs. cravings. Costs $400/wk.

Medical Care (Plastic Surgery)- The PC has one feature changed or enhanced at a clinic. The PC will have to be bandaged for a week afterwards and will look swollen and bruised for 3 weeks. A well conceived change can add +2 to seduction rolls (max. +10 bonus, including bonuses from the Physically Attractive advantage). The PC can save money by doing multiple procedures at the same time. Costs $3,000 per feature change +$2,000 per concurrent change.

Medical Care (Psychotherapy)- Therapy from a licensed therapist with Science: Psychology (3) and Psychotherapy (4). Costs $100/hr.

Personal Assistant- An assistant works with the PC during the day, following the PC on trips and to meetings. The assistant runs errands, keeps track of appointments, takes notes and makes phone calls. The assistant is available by phone 24 hours a day for urgent matters. Costs $600/wk.

Polygraphy- This is a session in a small office with a licensed polygraph operator and a polygraphy machine. The person paying for the service decides what information the polygrapher will try to get from the subject. Costs $500.

Security (Alarm System)- Includes the installation of an alarm system (with motion detectors and 'panic button'). Any time the alarm is triggered or the owner calls for help, two security guards in a car show up in 2d6 minutes. Costs $30/wk.

Security (Executive Personal)- There are two plainclothes bodyguards watching the customer's residence 24 hours a day who will accompany the customer on any outings and trips. An armored car is available for transport upon request. Bodyguards have pistols and ballistic vests. Costs $6,000/wk.

Stable Care- Care and boarding of horses. Costs $30/wk.

Storage (Locker)- The price to rent a small locker at a bus station or airport. Costs $0.75 for 24 hours.

Storage (Shed)- A 5' by 5' by 8' storage unit costs $10/wk.

Thug- A young criminal willing to beat, intimidate or vandalize anyone who looks like they won't fight back. Legality: Felony. Costs $50/hr.

Real Estate

Apartment (Luxury)- A spacious 3-bedroom 2-bathroom apartment in a nice part of town. Costs $500/wk.

Apartment (Moderate)- A moderately large 1 bedroom apartment in a not-bad part of town. Costs $250/wk.

Apartment (Slum)- A tiny apartment, barely able to pass health inspections for human habitation, in a bad part of town. Costs $100/wk.

Home Rental- The cost to rent a full 2-bedroom 1-bathroom house. Costs $350/wk.

Office Rental- One room office in an office building. Costs $125/wk.

Surveillance & Security

Audio Bug- A tiny electronic device, about the size and shape of a pen cap, that broadcasts unencrypted audio up to 100 ft. (30 m.). Batteries last 48 hours. Costs $50.

Binoculars- Cost $25.

Bug Sweeper- A wand that is swept over people and things. It emits a tone when it is near anything that is emitting radio signals. Weighs 1 lb. (.5 kg). Costs $100.

Camera (Amateur-Digital)- Costs $200.

Camera (Disposable)- 32 color pictures with a weak flash. Costs $5 +$5 for developing and prints.

Camera (Pro-Digital)- A professional level digital camera. Good enough resolution to take pictures of pages of text for later reading. Weighs 2 lbs. (1 kg). Costs $1,500.

Camera (Pro-Film)- A professional level camera with removable zoom and wide angle lenses, tripod and flash. Weighs 2 lbs. (1 kg). Costs $2,000.

Camera Bug- This tiny camera, about the size of a thick marker, is meant to be concealed from view. It transmits a low quality black-and-white picture within 50 ft. (15 m.) Comes with one small monitor/reciever. Costs $120.

Cellphone Interceptor- A device in a large briefcase that can intercept and track cellphone signals. Weighs 10 lbs. (5 kg). Costs $300,000 or $1,000/wk. to rent.

Fiber Optic Inspection Scope- A long thin probe that can be inserted in a vent hole, under a door, etc. At the end is a small LCD monitor that shows a color picture of what the scope sees. Often used to search for contraband hidden in small places or to look inside a room before entering. Costs $800.

Handcuffs- 20 difficulty to pick. Takes 50 difficulty STH feat to break. Costs $20.

Laser Microphone- A small device on a tripod with an invisible infrared laser. The device must be aimed at a surface it can be bounced off of, like a window. Once calibrated it senses minute vibrations in the surface and plays them as sound. On a clear day it can retrieve sounds from a mile away. Weighs 4 lbs. (2 kg). Costs $500.

Motion Alarm- A black box, plugged into a wall, which beeps loudly if someone moves in front of it. Can be turned off with a small keychain remote. Costs $40.

Nightvision Goggles- 2 hour battery life, monochrome black and green display, blinded by bright lights. Weighs 1 lb. (.5 kg). Costs $200.

Padlock (Cheap)- 20 difficulty to pick, takes 6 bladed or 6 blunt damage to break. Costs $5.

Padlock (Expensive)- 40 difficulty to pick, takes 15 bladed or 15 blunt damage to break. Takes a hard strength feat to open it with a bolt cutter (and will ruin the bolt cutters). Costs $80.

Parabolic Microphone- A high-powered microphone in a parabolic dish attached to an earpiece, allows people to listen to conversations up to 500 ft. (150 m.) away. Weighs 4 lbs. (2 kg). Costs $75.

Peephole Reverser- A small optic device that, when placed over the outside of a peephole, allows someone to see the inside clearly. Costs $90.

Office Rental- One room office in an office building. Costs $125/wk.

Plastic Restraints- Thick plastic restraints that can be quickly closed around wrists and ankles, can only be released by cutting them. Takes 40 difficulty STH feat to break. Costs $2/ea. or $20 for 20.

Radio Scanner- A portable radio with the ability to listen to any frequency, including police channels. Weighs 1 lb. (.5 kg). Costs $50.

Security Camera- Comes with a small monitor. Broadcasts wirelessly. Can be set to sweep back and forth. Costs $90.

Security Camera Recorder- A special VCR that can record images from several video cameras. By only recording a frame every second a single tape can last 24 hours. Costs $500.

Sound Recorder- A small handheld device that records digitally or on a small cassette. Can also be hooked up to a phone to record conversations. Costs $20.

Tracking Bug- About the size and shape of a hockey puck. Comes with a special scanner that can track the position of the device up to 10 miles (16 km.) away. Batteries last 48 hours. Costs $250.

Videocamera (Cheap)- Costs $100.

Videocamera (Professional)- The sort of camera a TV reporter might carry around. Comes with a built in light. Weighs 10 lbs. (5 kg). Costs $5,000.

Tools

Autopsy Kit- A collection of the surgical tools, scopes, lights and measuring devices needed to perform an autopsy, includes kits to test for common toxins and drugs. Weighs 15 lbs. (7 kg). Costs $2,000.

Carpentry Tools- Includes tools that can be used as ½ bladed poking or 2 blunt damage weapons (See Improvised Weapons, p.73). Weighs 10 lbs. (5 kg). Costs $50.

Carving Tools- A small pouch of tools used by artists for carving in wood or stone. Has tools that can be used as 1 bladed poking or 1 bladed slashing weapons. Weighs 4 lbs. (2 kg). Costs $40.

Chemical Analysis Equipment- A computerized spectrograph and a selection of chemical reagents allow someone with the Science: Chemistry skill to analyze the chemical composition of a substance at no minuses. Weighs 100 lbs. (45 kg). Costs $700.

Chemical Synthesis Lab- A collection of equipment and supplies that can be used to manufacture and isolate simple chemicals from batches of material containing related chemicals. Costs $10,000.

Crowbar- Metal bar for prying things open. Can be used as 2 blunt 1 bladed weapon (range 1). Weighs 5 lbs. (2 kg). Costs $45.

Duct Tape- 50 ft. (15 m.) roll. Costs $2.

Electronics Repair Kit- Screwdrivers, flashlight, battery-operated soldering iron, voltmeter and other tools for repairing computers or electronics. Has tools which can be used as ½ bladed poking weapons. Weighs 2 lbs. (1 kg). Costs $100.

Evidence Packaging Kit- Sterile containers, bags with labels for storing crime scene evidence and a mini-vacuum. Weighs 4 lbs. (2 kg). Costs $50.

Fingerprinting Kit- A kit of dyes, brushes and tape needed to remove copies of fingerprints from objects for later analysis. Weighs 2 lbs. (1 kg). Costs $50.

Forensic Evidence Lab- Fingerprinting station (with glue fuming chamber), DNA analysis equipment, impression casting kit, microscope, ballistics analysis station, computer forensics equipment and various kits to test for the presence of blood, firearm residue, drugs and accelerants. Allows someone to use the Crime Scene Forensics skill at no minuses. Costs $50,000.

Generator- A portable, gasoline powered generator that produces enough AC to power several appliances. Can run 24 hours on a 5 gallon fuel tank. Weighs 75 lbs. (30 kg). Costs $600.

Gun Repair Tools- Portable toolkit for repairing and cleaning guns. Contains tools that can be used as ½ bladed poking weapons. Weighs 1 lb. (.5 kg). Costs $70.

Gunshot Residue Test- A portable swab-kit that can be used to test if a person has fired a firearm recently. The test can be fooled if the suspect thoroughly washes anything that may have been exposed to gunpowder residue. Costs $20.

Lock Breaking Kit- A chisel, rubber mallet and canister of freon for freezing and shattering locks. One can of freon lasts for 4 locks. Costs $25 for chisel and mallet, +$75 for freon can.

Lock Pick Gun- A handheld device with a selection of picks. The gun is inserted into a lock and the handle squeezed repeatedly. Allows someone without the Lock Picking skill to pick locks at 1d20 (those with the Lock Picking skill are better off using actual picks). Costs $50.

Lock Picks (Homemade)- A short rake and tension bar made from street sweeper bristles and other odd bits of metal. Lets a user perform Lock Picking at -4. Costs $5.

Lock Picks (Professional)- A tiny leather pouch with well crafted tools for picking just about any kind of mechanical lock. Lets a user perform Lock Picking at no minuses. Costs $50.

Metal Detector- Either a wand (for scanning people) or a cup at the end of a pole (for scanning the ground). Weighs 2 lbs. (1 kg). Costs $50.

Microscope- A small portable microscope, designed to be used in the field and placed right up against an object. Magnifies up to 500x. Commonly used by forensic crime scene examiners. Costs $100.

Pen Torch- A small butane torch about the size and shape of a thick marker. Can melt glass and soft metals. Can be used as a 1 burn damage weapon (hard strike (-4), hard vital strike (-4), easy pain/stun (+4), easy blinding (+4)). Costs $75.

Pickaxe- Typically used for breaking up rocks. 3 bladed damage (pierces as 6), range 2, hard strike (-4). Weighs 6 lbs. (3 kg). Costs $100.

Polygraphy Set- A 'lie detector,' includes devices that monitor physiological reactions and a device that records and prints them out in real time. Allows one to use the Interrogation skill to detect deception. Comes in two briefcase sized carrying cases. Weighs 20 lbs. (9 kg). Costs $2,000.

Sledgehammer- A huge hammer, designed to provide maximum smashing power. Requires moderate STH feat to use as a weapon without penalty. It can be raised over the head (one action) and brought down for a double-damage smash attack. Range: 2. Damage: 4 blunt (pierces armor as 6). Very hard Strike (-8), very hard Vital Strike (-8), very hard Parry (-8). Weighs 14 lbs. (7 kg). Costs $40.

SWAT Door Ram- A heavy metal ram, designed to be used by one or two people, capable of knocking down all except specially reinforced doors. A strike with it does 2 blunt damage to a person or 4 blunt damage to an unmoving object. Weighs 25 lbs. (11 kg). Costs $200

Theatrical Makeup Kit- A large plastic box with a huge selection of makeup, spirit gum, fake beards and mustaches, wigs, and pieces of latex. Allows a PC to use the Disguise skill at no minuses. Weighs 7 lbs. (3 kg). Costs $400.

Torture Kit- A small leather pouch filled with tools designed to intimidate a victim as well as being able to cause pain. Allows a PC to use the Torture skill with no minuses. Contains tools which can be used as 1 bladed damage slashing weapons. Costs $500.

UV Light- A portable UV light with a viewing shield that allows the user to see substances (mainly dried bodily fluids) that would be invisible to the naked eye. Weighs 1 lb. (.5 kg). Costs $50.

Vehicle Repair Shop- A variety of tools, machines and commonly used spare parts that allows one to repair and modify vehicles. Costs $10,000.

Vehicle Repair Toolkit- A box of tools with many spare parts. Allows someone to use the Mechanics skill to repair vehicles at -7. Has tools which can be used as 1 bladed poking or 1 blunt damage weapons. Weighs 15 lbs. (7 kg). Costs $200.

Voice Changer- A small electronic device that disguises one's voice for use with telephones or recording devices. Changing the pitch of the voice can also give +5 to Impersonation rolls. Costs $30.

Vehicles

Air Bags- The front driver and passenger seats are outfitted with front and side airbags. Reduces crash damage done to passengers by 10 points. Costs $400.

Alarm- The vehicle has a theft alarm that makes a loud blaring noise when someone tries to enter the vehicle without first disabling the alarm. Costs $200.

Bicycle
Speed: Rider's SPD x 2
Maneuverability: +4
Damage Capacity: 4 blunt or 4 bladed.
Costs $150.

Bullet Proofing- The cab of a car is covered with bullet-resistant materials and the windows are replaced with bullet-resistant glass. The cab of the vehicle provides AR 18, PR 7 bladed 5 blunt. Costs $10,000.

Bus- A used 30 seat school bus, still painted yellow.
Speed: 50
Acceleration: 5
Maneuverability: -10
Damage Capacity: 20 bladed or 20 blunt
Costs $7,000 or $20/wk.

Car (New)- Four seat, AC, radio, airbags.
Speed: 125
Acceleration: 25
Maneuverability: +7
Damage Capacity: 10 bladed or 15 blunt.
Costs $25,000 or $50/wk.

Car (Used)
Speed: 90
Acceleration: 15
Maneuverability: +4
Damage Capacity: 7 bladed or 8 blunt.
Costs $7,000 or $20/wk.

Electric Kick Scooter- Like a skateboard with handlebars and a small electric motor on the back. A fully charged battery lasts for 15 miles (24 km.).
Speed: 30
Acceleration: 5
Maneuverability: +10
Damage Capacity: 4 bladed or 4 blunt.
Costs $200.

Helicopter- A small, used, 2 seat helicopter.
Speed: 20 (up) 60 (forward)
Acceleration: 1 (up) 5 (forward)
Maneuverability: 0
Damage Capacity: 10 bladed or 10 blunt.
Costs $20,000 or $100/wk.

Inflatable Raft- A small canvas satchel containing a self-inflating raft that can hold up to 6 people. Costs $75.

Kayak- A one-person human-powered boat, built for riding in rough waters and quick maneuvering.
Speed: STH / 2 in still water.
Maneuverability: +4
Damage Capacity: 6 bladed or 6 blunt.

Vehicle Features

Speed: Lists the vehicle's maximum speed (on the same scale as the attribute SPD).

Acceleration: How much speed a vehicle can pick up in a round. If a vehicle has acceleration 5 and speed 20 then it can reach its maximum speed in 4 rounds.

Maneuverability: The maneuverability rating is added to any maneuvers attempted in the vehicle. See p.66 for more.

Damage Capacity: How much damage a vehicle can take before it stops working.

Moped- A small scooter.
Speed: 20
Acceleration: 7
Maneuverability: +10
Damage Capacity: 5 bladed or 5 blunt.
Costs $1,000.

Motorboat- Holds up to 6 people.
Speed: 40
Acceleration: 5
Maneuverability: +2
Damage Capacity: 8 bladed or 8 blunt.
Costs $20,000 or $100/wk.

Motorcycle (New)- A new top-of-the-line motorcycle.
Speed: 150
Acceleration: 40
Maneuverability: +15
Damage Capacity: 6 bladed or 6 blunt.
Costs $10,000 or $100/wk.

Motorcycle (Used)- An old used motorcycle.
Speed: 90
Acceleration: 30
Maneuverability: +12
Damage Capacity: 5 bladed or 5 blunt.
Costs $5,000 or $20/wk.

Rollerblades
Speed: Users SPD + 5
Acceleration: 10
Maneuverability: +5
Costs $40.

Run-Flat Tires- The vehicle has tires specially designed to be able to run with little loss of functionality (only -5 maneuverability) even after being completely punctured. Costs $400.

RV- With shower, toilet, bunk beds, AC electricity, cooking range and sink.
Speed: 80
Acceleration: 5
Maneuverability: -10
Damage Capacity: 20 bladed or 20 blunt.
Costs $70,000 or $200/wk.

Single Engine Prop- A small used plane with room for 4 people.
Speed: 300
Acceleration: 50
Maneuverability: 0
Damage Capacity: 7 bladed or 7 blunt.
Costs $10,000 or $25/mo.

Skateboard
Speed: Rider's SPD.
Maneuverability: -4
Damage Capacity: 6 bladed or 6 blunt.
Costs $15.

Snowmobile- A one-person craft for traveling over snow.
Speed: 40
Acceleration: 5
Maneuverability: +4
Damage Capacity: 5 bladed or 5 blunt.
Costs $5,000 or $20/wk.

Sports Car
Speed: 200
Acceleration: 50
Maneuverability: +9
Damage Capacity: 7 bladed or 8 blunt.
Costs $50,000 or $175/wk.

SUV
Speed: 100
Acceleration: 20
Maneuverability: 0
Damage Capacity: 15 bladed or 15 blunt.
Costs $30,000 or $75/wk.

Tinted Windows- The windows are tinted to the maximum the law allows. People can't casually glance over and see in. Costs $100.

Trailer- A small trailer, designed to be hitched to the back of a car or truck, can sleep two. Reduces vehicle SPD and maneuverability by 5. Costs $100.

Truck (Used)- A used truck, still running well, with a lot of power.
Speed: 90
Acceleration: 10
Maneuverability: 0
Damage Capacity: 10 bladed or 10 blunt.
Costs $6,000 or $20/wk.

Underwater Scooter- A small one-person device that pulls the rider along on the water or underwater. Although it does not move fast, it keeps a diver from exhausting himself or herself by swimming long distances. A battery charge lasts 10 miles (16 km.).
Speed: 5 on the surface of the water, 3 underwater.
Acceleration: 2
Maneuverability: +5
Damage Capacity: 5 bladed or 5 blunt.
Costs $500.

Chemical

Chloroform- Once used as a general anesthetic, its use was discontinued because of its many side-effects. It has also been used as a recreational drug. One in 10 people have a genetic vulnerability to chloroform that causes a high fever.

Appearance: A clear, sweet/pungent smelling liquid.

Administered: 1x effects within 1 round if inhaled from a wet cloth, 1x effects within 10 minutes if swallowed.

1x Effects: +10 to save vs. pain, Vomiting (10), confusion (-10 INL, -10 AWR), weakness (-10 STH, -10 SPD), Unconsciousness (20), 1 in 10 chance of high fever (make hard save vs. heat exhaustion) for 15 minutes.

2x Effects: Same as 1x Effects plus Coma (30), Respiratory Arrest (30).

Treatment: Oxygen or activated charcoal.

Costs $80 for a 10 dose bottle.

Curare- This extract of poisonous bark was used as an arrow poison by natives in South America. It is used in modern medicine as a skeletal muscle relaxant.

Appearance: Sticky, dark-brown, smells like tar.

Administered: 1x effects within 10 minutes if ingested, 1x effects within 1 round if put on something that causes bladed damage.

1x Effects: Weakness (-15 STH), Respiratory Arrest (20) for 2 hours.

2x Effects: Weakness (-20 STH), Respiratory Arrest (40).

Treatment: None.

Costs $75/dose.

Digitalis- This heart medication is refined from the plant foxglove. While small doses may strengthen a weak heart, higher doses stop the heart.

Appearance: Small pills.

Administered: 1x effects within 15 minutes if swallowed.

1x Effects: Vomiting (20), diarrhea, confusion (-10 INL), Delusions (10), tiredness (-10 END), Cardiac Arrest (20). Symptoms last 48 hours.

2x Effects: As 1x effects but Cardiac Arrest (40).

Treatment: Induced vomiting or gastric lavage, activated charcoal.

Legality: Misdemeanor without a prescription.

Costs $40 for 2 doses.

Parathion- This powerful insecticide has also been used in war as a nerve agent.

Appearance: Brownish-yellowish liquid.

Administered: 1x effects within 4 hours if sprayed on the skin, 2x within 1 hour if ingested or inhaled, 2x within 4 rounds if injected.

1x Effects: Headache and abdominal pain (30 difficulty save vs. distracting pain), light sensitivity (-7 to actions/reactions in bright lights), spasms (-10 AGY), nausea (-10 to save vs. vomiting), weakness (-10 STH), diarrhea, Paralysis (10), Pulmonary Arrest (20) for 2 days.

2x Effects: As 1x effects with Cramps and Convulsions (-20 AGY), Paralysis (30), Pulmonary Arrest (40)

Treatment: Large doses of the poison atropine (the active ingredient in many aboriginal deliriants) is the best treatment.

Legality: Misdemeanor.

Costs $60 for 10 doses.

Monkshood- This extract of the monkshood plant contains the toxin aconitine. Monkshood was used as an arrow-poison in ancient Europe.

Appearance: Sticky, brownish liquid, slightly bitter odor and taste

Administered: 1x effects within 30 minutes if ingested, 1x effects within 2 rounds if put on something that causes bladed damage.

1x Effects: Burning sensation in mouth (if swallowed), Vomiting (20), speech impairment, blurred vision (-7 to actions/reactions and vision based AWR rolls), dizziness (-15 to save vs. loss of balance), weakness (-10 STH), clumsiness (-7 AGY), Hallucinations (20), Delusions (20), Cardiac Arrest (20) for 24 hours.

2x Effects: As 1x effects but Cardiac Arrest (30), Seizures (30).

Treatment: Gastric lavage, oxygen, heart stimulating drugs.

Costs $30/dose.

Poison Ring- This looks like a normal (although large) ring. It has a hidden compartment which can be filled with a powder or liquid poison. When a tiny stopper is removed, the ring only need be tipped over food or drink to drop poison into it. Costs $30.

Ricin Paste- Made from castor beans. A favorite poison of assassins, since a fatal dose can be injected into people so quickly they may not notice (use Pocket Picking skill to 'bump' and inject a victim), or a dab of paste that touches skin (e.g. put underneath the door handle of a car) can be enough to kill. There is also no effective treatment.

Appearance: White paste.

Administered: 1x effects within 24 hours if injected or absorbed via the skin.

1x Effects: Vomiting (20), cramps (-10 AGY, 20 difficulty save vs. distracting pain), Cardiac Arrest (40) for 6 days.

Treatment: None.

Legality: Felony

Costs $200/dose.

Sarin Gas- When released into the air via aerosol, this gas can kill by being absorbed through the lungs or skin. One small gas canister can spread mist in a radius of 200 ft. (60 m.).

Appearance: Colorless, odorless mist.

Administered: 2x effects within 2 rounds if inhaled, 2x effects within 5 minutes if absorbed through the skin. 1x effects if lungs and more than 75% of the body are protected.

1x Effects: pupil contraction, sensitivity to light (-7 to actions/reactions in bright light), chest pain (20 difficulty save vs. distracting pain), Respiratory Arrest (20) for 24 hours.

2x Effects: As 1x but Respiratory Arrest (40).

Treatment: Large doses of the poison atropine (the active ingredient in many of the aboriginal deliriants) is the best treatment.

Legality: Felony

Costs $1,000/canister.

Strychnine- Commonly found in rat poison, strychnine causes one of the most painful and the most awful looking deaths of any poison.

Appearance: Bitter tasting white powder.

Administered: 1x effects within 10 minutes if ingested or inhaled.

1x Effects: First, painful contraction of facial muscles (30 difficulty save vs. distracting pain). 10 minutes after, spasming spreads to entire body (-15 AGY). Any sounds or movements will cause full-body spasms (each spasm uses 1 END, victims can die from exhaustion). Respiratory Arrest (30). Effects last 24 hours.

2x Effects: Same as 1x effects but Respiratory Arrest (40).

Treatment: Induce vomiting, activated charcoal, sedatives and artificial respiration, keep in a quiet, dark room.

Costs $20/dose.

Tetrodotoxin- This toxin, found in the ovaries of puffer fish and in other fish and frogs, used by the sorcerers of Haiti, is a powerful paralytic. Often found in biology labs.

Appearance: Clear tasteless liquid.

Administered: 1x effects within 30-40 minutes if ingested, 1x effects within 2 rounds if put on something that causes bladed damage.

1x Effects: Vomiting (30), twitching (-7 AGY), weakness (-15 STH, -15 SPD), slow heartbeat, Pulmonary Arrest (20). Effects last 12 hours.

2x Effects: Paralysis (30), Pulmonary Arrest (20), Cardiac Arrest (20).

3x Effects: Paralysis (40), Pulmonary Arrest (30), Cardiac Arrest (30).

Treatment: None.

Costs $50/dose.

Explosives & Incendiary

Anti-Tank Weapon- A one-use launcher of an explosive shell, designed to take out tanks or walls. FR 7 ft. (2 m.). MR 1,500 ft. (450 m.). Damage: 30 bladed, 10 burn (range increment 5 ft. or 1.5 m.). Weighs 20 lbs. (9 kg). Legality: Felony. Costs $7,500.

Dynamite- A stick of dynamite. It comes with a fuse which can be cut to last anywhere from 1 to 20 seconds. Any shock stands a 1 in 4 chance of causing the dynamite to explode. Does 6 burn damage (range increment 2 ft. or .5 m.). Legality: Felony without a demolitions license. Costs $75.

Flame Thrower- A backpack with two 11-liter tanks, containing a mixture of gasoline and oil. ROF 8. FR 4 ft. (1 m.) MR 200 ft. (60 m.) Easy strike (+4). Damage: 1 burn. Full tanks hold enough for 70 blasts. Weights 75 lbs. (34 kg) (with full tanks). Legality: Felony. Costs $500.

Gasoline- Anything doused with gasoline and set on fire takes 4 burn damage per round for 4 rounds (or until the fire is put out). Costs $3/gallon.

Grenade (Flash Bang)- This grenade creates a deafening bang and blinding flash of light. Detonates 4 rounds after the pin is pulled. Does 2 burn damage within 2 ft. (.5 m.). Anyone within 50 ft. (15 m.) is at -15 to actions/reactions and sound/sight AWR rolls for 30 minutes. Costs $75.

Grenade (Fragmentation)- Detonates 4 rounds after the pin is pulled and the safety lever is released. Sends sharp pieces of shrapnel flying in every direction. Does 1d20 bladed damage (pierces armor as double), range increment 4 ft. (1 m.). Legality: Felony. Costs $200.

Grenade Launcher- Designed to be attached to a rifle, this gun fires explosive rounds. Designed for taking out vehicles. ROF 1. FR 5 ft. (1.5 m.) MR 1,000 ft. (300 m.). Damage: 12 bladed 5 burn (1 ft. or $^1/_3$ m. range increment). Holds 1 grenade. Legality: Felony. Weighs 6 lbs. (3 kg). Costs $5,000 +$75/grenade.

Land Mine- Does damage mostly to the legs of the victim. Takes a moderate AWR feat to hear the click of the landmine arming. Does 5 bladed, 6 burn damage (range increment 1 ft. or $^1/_3$ m.). Legality: Felony. Costs $200.

Letter Bomb- A tiny bomb small enough to fit inside a thick envelope. The bomb is triggered when the envelope is opened. Does 4 bladed, 3 burn damage (range increment 1 ft. or $^1/_3$ m.). Legality: Felony. Costs $200.

Matchhead Bomb- A small incendiary bomb, about the size of a pack of cards, made mostly from match heads. Usually used for starting fires. Uses a fuse. Does 6 burn damage (range increment 1 ft. or $^1/_3$ m.). Legality: Felony. Costs $80.

Molotov Cocktail- A glass bottle filed with gasoline and oil. It is used as a quick arson tool (light and throw against the building you want to burn) or as an anti-tank weapon (the idea is to engulf the tank in flames and cause it to overheat). It makes a poor hand-to-hand combat weapon since it can fail to shatter when it hits the victim. Any object hit with a burning Molotov Cocktail (which shatters) takes 5 burn damage per round for 5 rounds (or until the fire is extinguished). Legality: Felony. Costs $40.

Pipe Bomb- A homemade bomb made from a length of pipe filled with explosive materials. A fuse is cut to the desired time. Metal shards from the pipe do the majority of the damage. Does 1d10 bladed damage (pierces armor as double), 4 burn damage (range increment 4 ft. or 1 m.). Legality: Felony. Costs $100.

Semtex- A plastic explosive. It is malleable, resistant to accidental detonation, and only small amounts are needed to do a lot of damage. Semtex is 'marked' with a chemical that gives it a distinct odor for easy detection. An order of semtex comes with an electrical detonator which can be set on a timer or detonated within 1 mile (1.6 km.) by a radio controller (included). Each 250 g. does 10 bladed 10 burn damage (range increment 5 ft. or 1.5 m.). Legality: Felony. Costs $1,000/250 g., +$5,000 for non-scent-marked

Range Increment

Explosives have a range increment. To determine the damage taken by a victim, count the number of range increments away that person is. For each range increment, reduce the damage by half. So, if an explosion does 20 burn damage, has a range increment of 5 ft. and the victim is 15 ft. away, the victim takes 2 ½ burn damage (20, divided by 2 at 5 ft., divided by 2 at 10 ft., divided by 2 at 15 ft.).

Firearms

Automatic Rifle- ROF 6. FR 7 ft. (2 m.) MR 1,500 ft. (450 m.). Damage 6 bladed. 32 round clip. Weighs 5 lbs. (2 kg). Legality: Misdemeanor without a permit. Costs $1,000 +$1/bullet

Hunting Rifle- ROF 2. FR 7 ft. (2 m.) MR 1,500 ft. (450 m.) Damage: 5 bladed. 7 round magazine. Weighs 5 lbs. (2 kg). $500 +$1/bullet

Laser Sight- Attached to the top of a firearm. After adjustment, reduces range penalty by up to 4 points. Costs $75.

Machine Gun- A heavy weapon designed to be used from a tripod or mounted on a vehicle. ROF 15. FR 5 ft. (1.5 m.) MR 1,500 ft. (450 m.) Damage 8 bladed. 1,000 bullet feed belts. Weighs 90 lbs. (40 kg). Legality: Felony. $10,000 +$100 per 1,000 bullet belt.

Pistol (Automatic)- ROF 4. FR 5 ft. (1.5 m.). MR 175 ft. (50 m.). Damage: 4 bladed. 9 round magazine. Legality: Misdemeanor without a permit. Costs $450 +$0.25/bullet

Pistol (Heavy)- A large pistol, valued for its 'stopping power.' ROF 2. FR 5 ft. (1.5 m.). MR 200 ft. (60 m.). Damage: 5 bladed. 7 round magazine. Legality: Misdemeanor without a permit. Costs $600 +$0.50/bullet

Pistol (Mini)- A small pistol deigned to be kept in a purse or under a pillow. ROF 3. FR 5 ft. (1.5 m.) MR 150 ft. (45 m.) Damage: 3 bladed. Holds 6 bullets. Legality: Misdemeanor without a permit. Costs $200 +$0.25/bullet

Pistol (Revolver)- Takes 3 actions to reload, unless the PC has a speed-loader device. ROF 4. FR 5 ft. (1.5 m.) MR 175 ft. (50 m.). Damage: 4 bladed. Holds 6 bullets. Legality: Misdemeanor without a permit. Costs $350 +$0.25/bullet +$50 for a speed loader.

Sawed-Off Shotgun- This is a shotgun with the barrel shortened to create a wider spray of shot for close quarters combat. ROF 1. FR 5 ft. (1.5 m.). MR 40 ft. (12 m.). Very easy strike (+8). Damage: 5 bladed. 7 shot magazine. Weighs 4 lbs. (2 kg). Legality: Felony. Costs $600 +$1/shell.

Shotgun (Pump)- ROF 1. FR 6 ft. (2 m.). MR 200 ft. (60 m.). Easy strike (+4). Damage: 6 bladed. 7 shot magazine. Weighs 6 lbs. (3 kg). Legality: Misdemeanor without a permit. Costs $300 +$1/shell

Armor Piercing Bullets

Most bullets are available as armor piercing rounds. These do less damage (because a sharper bullet cuts through flesh more cleanly) but has a higher Pierces As damage. Legality: Felony.

Automatic Rifle: 5 damage, pierces as 8. $5/bullet.

Hunting Rifle: 4 damage, pierces as 7. $5/bullet.

Pistol (Automatic): 3 damage, pierces as 6. $3/bullet.

Pistol (Heavy): 4 damage, pierces as 7. $3/bullet.

Pistol (Mini): 2 damage, pierces as 5. $3/bullet.

Pistol (Revolver): 3 bladed, pierces as 6. $3/bullet.

Submachinegun: 6 damage, pierces as 9. $5/bullet.

Unregistered Firearm

Legality: Felony

Any gun that can be bought legally can also be bought illegally for +$200. They can be bought with the serial number burned off. Keep in mind that ballistic analysis may link bullets from this gun to crimes committed before the PC came to own it.

Shotgun (Semi-Automatic)- ROF 2. FR 6 ft. (2 m.). MR 200 ft. (60 m.). Easy strike (+4). Damage: 6 bladed. 5 shot magazine. Weighs 8 lbs. (4 kg). Legality: Misdemeanor without a permit. Costs $700 +$1/shell.

Silencer- Attached to the barrel of a pistol or rifle, reduces the volume of a shot. Legality: Felony. Costs $250.

Sniper Rifle- With a scope and attached tripod. ROF 5. FR 50 ft. (15 m.) (using scope) 10 ft. (3 m.) (not using scope). MR 2,000 ft. (600 m.). Damage: 6 (pierces armor as 9). Clip holds 15 rounds. Weighs 10 lbs. Legality: Misdemeanor without a permit. Costs $4,000 +$5/bullet.

Submachinegun- ROF 10. FR 5 ft. (1.5 m.). MR 700 ft. (200 m.). Damage 7 bladed. 40 round clip. Weighs 6 lbs. (3 kg). Legality: Felony. Costs $2,500 +$1/bullet.

Self-Defense

Grenade (Tear Gas)- Goes off in 1 round after being thrown. Lets out a steady stream of vapor (reaches a radius of 75 ft. or 25 m. within 5 rounds). Eye exposure to the vapor causes Moderate (20) distracting pain and partial blindness (-7 to actions/reactions and vision based AWR rolls). Breathing the vapor causes coughing, difficulty breathing (-10 END), Pain (30) and Vomiting (20). Costs $50.

Pepper Spray- A tiny canister which can be kept in a pocket or even put on a keychain. It has a safety lock. When used, it sprays a blast of capsaicin (the chemical which makes peppers hot) which can blind and incapacitate. One canister has enough for 5 attacks. Very Easy Blinding Strike (+8, on a successful blinding strike the victim must also make a hard save vs. pain), Very Easy Pain/Stun Attack (+8). Inhaling pepper spray will cause severe nose and throat pain (30 difficulty save vs. distracting pain), coughing (-10 END) and Vomiting (20). Costs $30.

Personal Sonic Alarm- A small pocket-sized alarm that, when activated, emits a piercing and painful wail (difficulty 10 distracting pain) that can be heard up to a mile away. Costs $20.

Shield (Blast)- This is a large ballistic shield that is meant to be set on the ground and crouched behind when under enemy fire or threat of explosion. PR 15 bladed 10 blunt. Weighs 50 lbs. (20 kg). Costs $200.

Shield (Riot)- This high-tech shield is made of clear polycarbonate. It is 3.5 ft. (1 m.) high and 2 ft. (.6 m.) wide. It is designed mainly to protect from thrown objects and hand-to-hand-attacks, although it will provide some protection from firearms. Gives +10 to parry. PR 5 bladed 5 blunt. Weighs 6 lbs. (3 kg). Costs $80.

Shield (Small)- A small round metal shield, about 2 ft. (.6 m.) in diameter, typically used by historical-recreation fighters who battle with wooden swords. Gives +5 to parry. PR of 3 bladed 4 blunt (shield can be destroyed completely by 6 damage). Weighs 5 lbs. (2 kg). Costs $50.

Taser (Air)- Pistol shaped, but instead of bullets it shoots out two metal darts on insulated wires. Can zap 7 times per battery charge. FR 3 ft. (1 m.). MR 20 ft. (6 m.) Damage: 3 electrical. Costs $500.

Taser (Baton)- A club with taser prongs along the end. The device can be used to simultaneously hit and shock someone. Can zap a person up to 2 times per battery charge. Range 1-2. Damage: 3 blunt, 3 electrical. Costs $50.

Taser (Heavy Duty)- A larger model which delivers a 700,000 volt shock. Can zap 7 times per battery charge. Range: 0-1. Damage: 5 electrical. Costs $70.

Taser (Mini)- Small handheld device with two pointed metal prongs. Can zap a person up to 5 times per battery. Range: 0-1. Damage: 3 electrical. Costs $30.

Tear Gas Keyholer- The funnel-like tip on this tear gas sprayer allows tear gas to be deployed through a keyhole, in the space under a door, or even though a hole punched in automotive glass. Eye exposure to tear gas causes Moderate (20) distracting pain and partial blindness (-7 to actions/reactions and vision based AWR rolls). Breathing the vapor causes coughing, difficulty breathing (-10 END), Pain (30) and Vomiting (20). Costs $70.

Traditional

Baseball Bat- An old wooden or hollow metal bat. Range 1-2. Damage: 3 blunt. Weighs 2 lbs. (1 kg). Costs $50.

Bear Trap- Spring loaded metal trap with a chain on it. Takes only 10 pounds (5 kg) of pressure to spring the trap. Does 1 bladed damage and traps the leg that set it off. Weighs 35 lbs. (15 kg). Costs $100.

Blowpipe- A long tube for blowing darts with. Takes 1 round to load a dart in the tube. FR 2 ft. (.5 m.). MR 30 ft. (10 m.). Does 0 bladed damage (pierces as 2). Costs $50 +$4/dart.

Bow (Archery)- A cheap wooden bow designed for amateur sport archery. Takes 1 action to draw an arrow. FR 5 ft. (1.5 m.). MR 100 ft. (30 m.). Damage: 2 bladed. Weighs 4 lbs. (2 kg). Costs $50 +$5/arrow.

Bow (Compound)- A complicated hunting bow, using high-tech materials to make it lightweight and powerful. FR 7 ft. (2 m.). MR 250 ft. (75 m.). Damage: 3 bladed. Weighs 4 lbs. (2 kg). Costs $400 +$20/arrow.

Chain- A length of chain of the right size for combat. Can be used for entangling. Range 2-3. Damage: 3 blunt. Hard strike (-4), hard vital strike (-4). Weighs 10 lbs. (5 kg). Costs $5.

Crate Cutter- A small folded piece of metal contains a utility blade. Designed as a multi-purpose cutting tool. Range: 0. Damage: 1 bladed. Easy slash (+4). Costs $5.

Crossbow- Takes 2 actions to load the bow (or 1 action with a hard strength feat). 2 handed. FR 7 ft. (2 m.) MR 350 ft. (115 m.) Damage: 3 bladed (pierces armor as 5). Weighs 7 lbs. (3 kg). Costs $500 +$30/bolt.

Dagger- A knife designed for stabbing through the ribcage and into the heart. Damage: 2½ bladed. Easy Vital Strike (+4). Costs $35.

Dagger (Throwing)- A dagger designed and weighted to be thrown. FR 1 ft. (1/3 m.). MR 20 ft. (6 m.). Damage 2 bladed. Costs $20 for a set of 3.

Fire Axe- Range: 1. Damage: 3 bladed (pierces armor as 6). Hard Strike (-4), Easy Vital Strike (+4). Weighs 8 lbs. (4 kg). Costs $45.

Knife (Combat)- This knife is crafted specially for fighting with. It is best at slashing-type attacks. Range: 0-1. Damage: 2 bladed. Easy Slash (+4), Easy Wing (+4). Costs $35.

Knife (Hunting)- A large knife with a serrated back side and a hollow handle (containing matches, sharpening stone, water purification tablets and fishing hook and line). Range 0-1. Damage: 2½ bladed. Costs $30.

Knife (Kitchen)- A large bread knife. Each time it hits an opponent there is a 1 in 20 chance of the blade breaking. Range 0-1. Damage: 2 bladed. Costs $3.

Knife (Switchblade)- A spring loaded knife designed to be concealed in the palm and opened in an instant for surprise attacks. Range: 0. Damage: 1½ bladed. Easy Slash (+4), Easy Wing (+4), Easy Vital Strike (+4). Legality: Misdemeanor. Costs $45.

Machete- A rounded sword-like blade designed for chopping through thick foliage. Range: 1. Damage: 4 bladed. Weighs 5 lbs. (2 kg). Costs $40.

Nightstick- One handed weapon made from plastic or fiberglass. Range: 1. Damage: 3 blunt Very Easy Parry (+8). Weighs 5 lbs. (2 kg). Costs $40.

Pen Knife- What looks like a fancy metal pen conceals a strong, sharp blade which is just long enough to pierce the ribcage and heart. Range: 0. Damage: 1 bladed. Easy Slash (+4), Easy Vital Strike (+4). Legality: Misdemeanor. Costs $45.

Pipe- A section of metal pipe or rebar. Range: 1. Damage: 3 blunt. Weighs 7 lbs. (3 kg). Costs $5.

Quarterstaff- A 6 ft. (2 m.) long straight piece of wood. Range 1-3. Damage: 2 blunt. Easy parry (+4). Weighs 10 lbs. (5 kg). Costs $40.

Sword (Broadsword)- A replica medieval sword. It is very heavy, two-handed and designed to cleave through armor. Takes a moderate (20) STH feat to use without penalty. Range: 1-3. Damage: 5 bladed damage (pierces as 7). Hard Strike (-4). Weighs 7 lbs. (3 kg). Costs $100.

Sword (Fencing)- A thin, flexible stabbing-sword that is designed to move quickly. Range: 1. Damage: 3 bladed. Easy Parry (+4), Easy Vital Strike (+4). Weighs 2 lbs. (1 kg). Costs $60.

Sword (Katana)- A replica of a Japanese samurai sword. Range: 1-2. Damage: 5 bladed. Easy Vital Strike (+4). Weighs 3 lbs. (1 kg). Costs $100.

Sword Cane- Looks like a normal cane, but inside is a thin sword blade. Range 1. Damage: 2 bladed. Easy Parry (+4), Easy Vital Strike (+4). Weighs 2 lbs. (1 kg). Legality: Misdemeanor. Costs $100.

Telescoping Baton- A metal tube that can fit in a pocket. When it is swung, it telescopes out into a full sized baton. Range 1-2. Damage: 3 blunt. (2 kg). Easy Pain/Stun Attack (+4). Weighs 2 lbs. Costs $150.

Tiger Claws- A pair of wristbands with three claws each curving over the fist for bladed punching and clawing attacks. Adds 2 bladed damage to a punch. Easy Slash (+4). Costs $65.

Whip- A black leather whip. Range: 3. Damage: 1 bladed. Easy Pain/Stun Attack (+4). Costs $35.

Step Six - Bonus Characteristics

In Brief: PC starts with neutral balance. Advantages must be balanced out by disadvantages. Max. 30 BP of disads.

In addition to the advantages and disadvantages listed below, you can gain or spend Bonus Points in the following ways:

Extra or Fewer Attribute Points:
1 Bonus Point = 1 Attribute Point

Extra of Fewer Health Attribute Points:
3 Bonus Points = 1 Health Attribute Point

Extra or Fewer Skill Points:
1 Bonus Point = 3 Skill Points

Extra or Less Money:
1 Bonus Point = $500

PCs cannot take more than 30 BP worth of disads without special permissions from the GM.

Example: *A PC starts with only 70 Skill Points (-30 Skill Points = +10 Bonus Points), $1,500 less than normal (-$1,500 = +3 BP) but starts with 7 Health Attribute Points (+1 Health Attribute Point = -3 BP) and 90 Attribute Points (+10 Attribute Points = -10 BP).*

Gaining or Losing Bonus Characteristics in Game Play

The simple rule to remember here: character creation is meant to be fair, game play is not.

Advantages and disadvantages can be rewarded or taken away during game-play as part of the adventure with no points being exchanged at all. For instance, a player may buy the Contact: Wealthy advantage, only to have that wealthy contact killed during the first five minutes of game play, meaning that advantage is permanently lost and the points spent are wasted. On the other hand, the PC may save someone's life and gain the equivalent of Contact: Law Enforcement within five minutes of game-play. A PC might start with Addiction: Heroin, and declare in the first minutes of game play that she is quitting. Assuming the PC can resist the cravings rolls, she will be rid of that disadvantage.

To reiterate: Anything that the PC does or anything that happens to the PC in-game can remove advantages and disadvantages, or can give special advantages and disadvantages to the PC regardless of the points spent during character creation.

Advantages

Ally: Coworker (Costs 1 BP)- Someone at the PC's Day Job knows what the PC does outside of work and will help the PC by doing things like covering for the PC if the PC needs to leave work early.

Ally: Parents (Costs 3 BP)- The PC's parents know that the PC is involved in something dangerous or unusual and are generally supportive of the PC. The PC can go to his or her parents for advice, a place to stay, emotional support and sometimes even a loan.

Ambidextrous (Costs 1 BP)- The PC is almost equally comfortable using either hand for precision tasks. PC suffers only a -2 penalty for using paired weapons.

Concealed Weapon Permit (Costs 4 BP)- A PC can legally purchase and carry a pistol. PC's with the Day Jobs Law Enforcement Professional, Investigator or Security Professional don't have to buy this advantage.

Contact: Corporate (Costs 2 BP)**-** The PC has a friend who works as a trusted position in the head offices of a major multinational corporation. The friend doesn't mind doing a few quick searches in the corporate records to help the PC, so long as the friend isn't in danger of getting caught.

Contact: Criminal (Costs 2 BP)- The PC has a friend who is a career criminal with a working knowledge of the underworld. During character creation the PC can purchase equipment of up to a felony legality rating (p.25).

Contact: Government (Costs 2 BP)- The PC has a friend who works at a trusted position in a federal agency.

Contact: Law Enforcement (Costs 5 BP)- The PC has a friend who is a member of the local, county or state police or the FBI.

Contact: Locals (Costs 3 BP)- The PC has friends and acquaintances all around the PC's neighborhood. The PC chats with his or her neighborhood friends often and they will mention if anything unusual is going on around the neighborhood.

Advantages

Ally: Coworker (Costs 1 BP)
Ally: Parents (Costs 3 BP)
Ambidextrous (Costs 1 BP)
Concealed Weapon Permit (Costs 4 BP)
Contact: Corporate (Costs 2 BP)
Contact: Criminal (Costs 2 BP)
Contact: Government (Costs 2 BP)
Contact: Law Enforcement (Costs 5 BP)
Contact: Locals (Costs 3 BP)
Contact: Wealthy (Costs 3 BP)
Contact: Wise (Costs 2 BP)
Drug Resistant (Costs 2 BP)
Ethnic Group (Costs 4 BP)
Ex-Military (Costs 4 BP)
False Identity (Costs 5 BP)
Ghetto Raised (Costs 4 BP)
Inherited Property (Costs 5 BP)
Innate Talent: Brawler (Costs 8 BP)
Innate Talent: Creative (Costs 4 BP)
Innate Talent: Math (Costs 2 BP)
Innate Talent: Technical (Costs 3 BP)
Instructor (Costs 10 BP)
Low Sleep Need (Costs 2 BP)
Multilingual (Costs 2 BP)
Pain Experienced (Costs 2 BP)
Physically Attractive: Minor (Costs 2 BP)
Physically Attractive: Major (Costs 6 BP)
Potential Genius (Costs 7 BP)
Prison Experience (Costs 6 BP)
Private School (Costs 5 BP)
Sense of Direction (Costs 1 BP)
Stone Face (Costs 1 BP)
Trust Fund (Costs 4 BP)

Disadvantages

Abusive Relationship (Gives 20 BP)
Addiction: Alcohol (Gives 10 BP)
Addiction: Cocaine/Crack (Gives 25 BP)
Addiction: Heroin (Gives 25 BP)
Addiction: Inhalants (Gives 15 BP)
Addiction: Marijuana (Gives 7 BP)
Addiction: Methamphetamines (Gives 20 BP)
Addiction: Multi-Drug (Gives 15 BP)
Addiction: Nicotine (Gives 5 BP)
Addiction: Pain Pills (Gives 10 BP)
AIDS (Gives 20 BP)
Allergy: Deadly (Gives 4 BP)
Allergy: Incapacitating (Gives 2 BP)
Alzheimer's (Gives 15 BP)
Asshole Boss (Gives 1 BP)
Bad Rep (Gives 2 BP)
Bad Self-Image (Gives 1 BP)
Bad Temper (Gives 1 BP)
Blind (Gives 20 BP)
Caregiver: Child (Gives 10 BP)
Caregiver: Elderly/Physically Disabled (Gives 7 BP)
Caregiver: Mentally Disabled (Gives 15 BP)
Chronic Pain (Gives 2 BP)
Clumsy (Gives 2 BP)
Colorblind (Gives 1 BP)
Compulsion (Gives 4 BP)
Criminal Record (Gives 1 BP)
Crush (Gives 1 BP)
Deaf (Gives 7 BP)
Debt: Credit Card (Gives 3 BP)
Debt: Loan Shark (Gives 1 BP per $1000, max. 5)
Delusion (Gives 3 BP)
Disfigured (Gives 6 BP)
Dissociative Disorder (Gives 2 BP)
Drug Sensitivity (Gives 2 BP)
Enemy: Ex (Gives 3 BP)
Enemy: Parents (Gives 3 BP)
Enemy: Stalker (Gives 2 BP)
Epilepsy (Gives 2 BP)
ESL (Gives 2 BP)
Failing Marriage (Gives 3 BP)
Family Obligations (Gives 2 BP)
Family Skeletons (Gives 1 BP)
Fetish (Gives 2 BP)
Fried (Gives 4 points)
Fugitive (Gives 15 BP)
Gambling Addict (Gives 7 BP)
Guilty Secret (Gives 1 BP)
Hemophilia (Gives 15 BP)
Herpes (Gives 2 BP)
High Sleep Need (Gives 1 BP)
House Arrest (Gives 7 BP)
Hunted: Corporation (Gives 7 BP)
Hunted: Organized Crime (Gives 10 BP)
Hunted: Serial Killer (Gives 4 BP)
Illegal Alien (Gives 12 BP)
Illiterate (Gives 8 BP)
Inexperienced: Urban (Gives 1 BP)
Inexperienced: World (Gives 8 BP)
Insomnia (Gives 2 BP)
Institutionalized (Gives 4 BP)
Learning Disability (Gives 3 BP)
Lingering Abuser (Gives 1 BP)
Lonely (Gives 2 BP)
Malnourished (Gives 5 BP)
Memory Gaps (Gives 1 BP)
Mental Health History (Gives 1 BP)
Missing Arm (Gives 7 BP ea.)
Missing Eye (Gives 5 BP)
Missing Leg (Gives 7 BP ea.)
Mute (Gives 10 BP)
Nightblindness (Gives 3 BP)
Obese (Gives 2 BP)
Old (Gives 15 BP per decade after 50)
Parole (Gives 4 BP)
Personal Mystery (Gives 1 BP)
Phobia (Gives 3 BP)
Physically Unattractive: Minor (Gives 2 BP)
Physically Unattractive: Major (Gives 4 BP)
Poor Hearing (Gives 2 BP)
Poor Vision (Gives 1 BP)
Post-Traumatic Stress (Gives 10 BP)
Pre-Op Transsexual (Gives 3 BP)
Pregnant (Gives 15 BP)
Recovering Addict (Gives 3 BP)
Restraining Order (Gives 1 BP)
Runaway (Gives 10 BP)
Self-Hatred (Gives 3 BP)
Shy (Gives 2 BP)
Sickly (Gives 4 BP)
Stutterer (Gives 4 BP)
Terminal Illness (Gives 17 BP)
Thin Bones (Gives 7 BP)
Virgin (Gives 1 BP)
Visa (Gives 1 BP)
Weak Stomach (Gives 1 BP)
Young (Gives 5 BP per year below 16)

Contact: Wealthy (Costs 3 BP)- The PC has a friend who has a lot of money and is not afraid to invest it in an interesting enterprise or give it away to a very good and very desperate cause.

Contact: Wise (Costs 2 BP)- The PC has a friend who is old enough to have seen or done just about everything that the mundane world has to offer. The contact doesn't have any supernatural skills or knowledge, but has seen enough to know that not everything can be explained by modern science. The contact has History: Local (5) and Local Geography (4).

Drug Resistant (Costs 2 BP)- The PC's body chemistry is such that psychoactive drugs have less of an effect on the PC than they do on the average person. Gives +7 to save vs. drug effects. Does not help saves vs. drug addiction and cravings.

Ethnic Group (Costs 4 BP)- Limitations: The PC must take either the Bilingual advantage or the ESL disadvantage. Animists get the equivalent of this advantage free. The PC belongs to a small community of non-English speaking immigrants. The PC has spent all or some of his or her youth in the US and understands American culture better than many of his or her fellow immigrants. Thus the PC is often called on to interpret for or represent his or her people. The PC's loyalty to his or her community is repaid in kind.

Ex-Military (Costs 4 BP)- The PC was a military soldier. The PC gets one free level of an Athletics skill, 1 free level of an Investigation/ Espionage skill and 2 free levels of Combat skill(s).

False Identity (Costs 5 BP)- The PC has spent years establishing a false identity. This identity has a fake ID, sparse (but believable) credit and rental history and a bank account. It's not perfect (there's no birth certificate for instance), but it can be used to accomplish most transactions.

Ghetto Raised (Costs 4 BP)- The PC was born and raised in a place where the PC was constantly exposed to violence, poverty, crime and drugs. Today, the PC has 'street smarts.' The PC gets 3 free levels of Criminal skill(s) and 1 free level of a Combat skill.

Inherited Property (Costs 5 BP)- Limitations: Not available to PCs with the Day Jobs: Welfare, Ward or Homeless. The PC recently inherited land and a house in the area the campaign takes place in. The PC can sell the land and house, but would need to clean and do renovations on the house first. If the PC chooses to live in the house, the PC can gain extra income by not having to pay rent (+$1,000 to start and +$100/ wk.).

Innate Talent: Brawler (Costs 8 BP)- The PC has been getting in fights since he or she was a little kid and fighting comes naturally to the PC. The PC gets +2 to strike, parry and dodge, +5 to initiative, and a +3, a +2, and a +1 to any actions or reactions of the character's choice (the pluses can not be put on the same action or reaction).

Innate Talent: Creative (Costs 4 BP)- This advantage does not change creative skill costs and give no plusses to skill rolls. However, when the PC does succeed at a creative skill, the effect is beautiful or evocative in a way that no one else in the world could produce. For example: A PC with the cooking skill decides to create a new recipe for Fajitas, that recipe will be as good as the success of the roll, but there will not be any Fajita recipe in the world like it.

Innate Talent: Math (Costs 2 BP)- The PC is a mathematical prodigy. The PC gets 4 free levels in one or more of the following: Computer Programming, Math, Physics and Cryptography. The PC also gets +4 to all INL or skill rolls involving math.

Innate Talent: Technical (Costs 3 BP)- The way the PC thinks makes it easier for the PC to understand how technology works and how to interface with it. The PC gets 4 free levels of High Tech skills and gets +4 to High Tech skill rolls.

Instructor (Costs 10 BP)- The PC had a very skilled mentor who trained the PC. Choose one of the following:

-Doctor: 6 free levels in Medical skill(s).

-Fighter: 4 free levels in Combat skill(s).

-Thief: 4 free levels in Criminal skill(s), 1 free level in a Traditional skill.

-Hacker: 6 free levels in High Tech skill(s).

-Artist: 5 free levels in Creative skill(s), 2 free levels in People skill(s).

-Academic: 5 free levels in Academic skill(s), 1 free level in a Medical skill, 1 free level in a People skill.

-Law Enforcement: 2 free levels in Investigation/ Espionage skill(s), 2 free levels in Combat skill(s).

Low Sleep Need (Costs 2 BP)- The PC has never needed as much sleep as the average person. The PC is happiest with about 6 hours of sleep per night and can sleep only 4 hours for several nights in a row with no detectable loss of abilities.

Multilingual (Costs 2 BP)- The PC was raised hearing and speaking two languages. Learning new languages is easier for the PC than for someone who grew up multilingual. The PC can choose 2 languages to be completely fluent in. During or after character creation the PC can buy levels in the Language skill at half the normal skill cost (round up).

Pain Experienced (Costs 2 BP)- At some point in his or her past, the PC experienced quite a lot of pain for quite a while. The PC has learned how to handle pain and act normally while in pain. Gives +5 to save vs. pain.

Physically Attractive: Minor (Costs 2 BP)- The PC has physical features which make him or her more attractive to people who are interested in members of the PC's gender. Gives +4 to seduction rolls.

Physically Attractive: Major (Costs 6 BP)- The PC has physical features which make him or her very attractive to those with an interest in the PC's gender. Gives +8 to seduction rolls.

Potential Genius (Costs 7 BP)- The PC's brain is wired differently from other peoples' such that the PC has incredible mental potential. The cap for the PC's INL is raised from 20 to 25.

Prison Experience (Costs 6 BP)- The PC has spent time in prison where he or she had the opportunity to pick up a lot of useful criminal skills. Gives 4 free levels in Criminal skill(s), 2 free levels in one or more of the following skills: Assassin: Armed, Assassin: Unarmed, Boxing, Knife Fighting, Street Fighting: Armed, Street Fighting: Unarmed, Wrestling.

Prison Experience and Criminal Record

The advantage Prison Experience and the disad Criminal Record are a good match. If the PC buys Prison Experience without getting Criminal Record, it probably means the PC was a juvenile when he or she was imprisoned and has had his or her records sealed, or the PC was imprisoned in a country that doesn't share criminal records with the US, or the PC was imprisoned but was later exonerated. If the PC buys Criminal Record without Prison Experience it could indicate the PC was imprisoned in isolation (thus has no ability to learn from other prisoners) or that the PC just wasn't interested in learning what other prisoners had to teach him or her.

Private School (Costs 5 BP)- As a child, the PC was sent away to a prestigious private school (possibly in an another country) and given access to the best academic learning. The PC gets 4 free levels in Academic skills, 2 free levels in Creative skills and 3 free levels in People skills.

Sense of Direction (Costs 1 BP)- The PC has an inherent ability to sense what direction he or she is facing. Roll this as an AWR feat with a difficulty based on the number of cues available (things like being indoors, being hit in the head or being in another part of the world would increase the difficulty).

Stone Face (Costs 1 BP)- Emotions do not register very strongly in the PC's facial expressions, body language, voice or physiology. The PC's emotions are just as strong as anyone else's (though the PC may have trouble convincing people of that fact). +10 difficulty to any attempt to detect lies or emotions in the PC.

Trust Fund (Costs 4 BP)- There is a large pool of money set aside for the PC. Most of it is tied up in investments, and there is a maximum the PC can take out per week. There is an executor who has the ability to halt the flow of money if the PC is doing something illegal or immoral with it or if the PC shows signs of a mental illness or addiction. The PC starts with $1,500 extra and gets an extra $100/wk.

Disadvantages

The Catch-All Rule

If a disadvantage doesn't have the potential to cause problems for the PC, either because of the PC's Secret Life or because of other Bonus Characteristics, the GM can choose to give fewer (or no) BP for it. For instance, a PC can't take the Asshole Boss advantage with the Day Jobs Business Owner or Homeless.

Abusive Relationship (Gives 20 BP)- The PC currently lives with an abusive parent or lover. This abuse has been kept secret from anyone with the guts to actually do anything about it. Besides abusing the PC, the parent or lover has tried to sabotage any means of establishing independence: sabotaging careers, close friendships, education, and even attempts to learn to take care of oneself. In short, the PC doesn't know how to live without the abuser. The abuser is more than a match for the PC in any fair fight.

Addiction: Alcohol (Gives 10 BP)- The PC is physiologically and psychologically addicted to alcohol (which has a craving difficulty of 15). See p.63 for addiction rules and p.32 for the drug profile of alcohol. The PC has been using alcohol daily for 1 year so far and so does not yet suffer from any appreciable long term effects (see p.32). Note: It costs an alcoholic approximately $35/wk. to buy enough alcohol to avoid withdrawal, although most addicts buy and consume much more than this minimum level. Homeless addicts who do things such as drinking mouthwash can (usually) avoid withdrawals for as little as $10/wk.

Addiction: Cocaine/Crack (Gives 25 BP)- The PC is addicted to smoking crack or sniffing cocaine (which have a craving difficulty of 25). See p.33 for addiction rules and p.97 for the drug profile of cocaine/crack. The PC has been using cocaine/crack for 6 months so far and suffers from a chronically inflamed and runny nose (see long term effects, p.33). Note: it costs a cocaine addict approximately $140/wk. and a crack addict approximately $70/wk. to buy enough of their drug to avoid withdrawal, although most addicts buy and consume much more than this minimum level

Addiction: Heroin (Gives 25 BP)- The PC is addicted to heroin (which has a craving difficulty of 20). The PC injects heroin. See p.63 for addiction rules and p.34 for the drug profile of heroin. The PC has been using heroin for 6 months so far and suffers from a poor immune system (-4 to save vs. disease contraction and progression), see long term effects, p.34. Note: it costs a heroin addict approximately $70/wk. to buy enough heroin to avoid withdrawal, although most addicts buy and consume much more than this minimum level.

Addiction: Inhalants (Gives 15 BP)- The PC is psychologically addicted to inhalants (which have a craving difficulty of 15). See p.63 for addiction rules and p.34 for the drug profile of inhalants. The PC has been huffing for about 6 months so far and is at -1 INL and -1 AWR. Note: It costs a huffer approximately $24/wk. to buy enough inhalants to avoid withdrawal, although most addicts buy and consume much more than this minimum level.

Multiple Addictions

With the exception of Addiction: Nicotine, the PC can not take more than one of the following addiction disadvantages for points. Taking one of the addiction disadvantages means that drug is the PC's exclusive drug-of-choice. If you're looking for a character who does any drug he or she can get a hold of, take the Addiction: Multi-Drug disadvantage.

Addiction: Marijuana (Gives 7 BP)- The PC is psychologically addicted to marijuana (which has a craving difficulty of 15). See p.63 for addiction rules and p.34 for the drug profile of marijuana. The PC has been using marijuana for 6 months so far and suffers from -7 to memory based INL rolls, lowered libido and -7 to save vs. depression/dysphoria (see long term effects, p.34). Note: it costs a marijuana addict approximately $42/wk. to buy enough marijuana to avoid withdrawal, although most addicts buy and consume much more than this minimum level

Addiction: Methamphetamines (Gives 20 BP)- The PC is psychologically addicted to meth (which has a craving difficulty of 20). See p.63 for addiction rules and p.34 for the drug profile of meth. The PC has been using meth for 6 months so far and suffers from ulcers and malnutrition (-1 BLD, -1 BDY), see p.34 for more long term effects. Note: It costs a meth addict approximately $70/wk. to buy enough meth to avoid withdrawal, although most addicts buy and consume much more than this minimum level.

Addiction: Multi-Drug (Gives 15 BP)- The PC is not addicted to any one particular drug. He or she has a psychological addiction to being intoxicated. The PC's basic problem is that he or she can not deal with living life in a sober state. The PC lost or never developed the psychological mechanisms to deal with unfiltered reality. The PC can stand to be sober for short periods, typically while he or she is doing something to keep busy (like hustling money to get drugs). When evening rolls around and nothing stands between the PC and examination of his or her life, the PC must make a craving roll (WIL + 1d20 vs. 20) to avoid finding some intoxicant. The PC will use whatever he or she can get a hold of: alcohol, marijuana, inhalants, pain killers, meth, etc. The PC may blow all available cash on week-long drug binges which leaves him or her with debt, health problems and social problems that are almost as good of a distraction as intoxication. Typical multi-drug addicts can spend as little as $35/week on drugs (though a typical multi-drug addict will spend more on better drugs when he or she has the money).

Addiction: Nicotine (Gives 5 BP)- The PC is physiologically addicted to nicotine (which has a craving difficulty of 20). See p.63 for addiction rules and p.33 for the drug profile of nicotine. The PC has been smoking for 2 years and suffers from emphysema (-1 END) and increased risk of cancer and stroke. See long term effects, p.33. Note: It costs smokers approximately $15 to $49/wk. (depending on what they smoke) to buy enough tobacco to avoid withdrawal, although most addicts buy and consume much more than this minimum level.

Addiction: Pain Pills (Gives 10 BP)- The PC is addicted to prescription opiate painkillers (which have a craving difficulty of 20). The PC is adept at talking well-meaning doctors into writing prescriptions. See p.66 for addiction rules and p.31 for the drug profile of opiates. The PC has been using opiates for 6 months so far and suffers from a poor immune system (-4 to save vs. disease contraction and progression), see long term effects, p.31. Note: it costs a pill popper approximately $56/wk. (less if ordering from abroad) to buy enough pain pills to avoid withdrawal, although most addicts buy and consume much more than this minimum level.

AIDS (Gives 20 BP)- The PC has contracted and is showing symptoms of AIDS, which currently has no cure. The PC currently suffers from: Low energy (-5 END), weight loss, frequent fevers (-5 to save vs. heat exhaustion), rashes and sores (-5 to seduction rolls), poor memory (-5 to INL memory rolls or saves vs. amnesia) and weakened immune system (-10 to save vs. disease progression and mortality). There are drug cocktails which slow the progression of the disease for $200/wk. Without drugs, roll each week on the following table. With drugs, there is a 1 in 6 chance you'll have to roll. All minuses are permanent and cumulative.

01-07: Cough (-10 to prowling rolls)

08-14: Weakness (-5 STH/SPD)

15-21: Clumsiness (-5 AGY)

22-27: Difficulty Swallowing

28-34: Confusion/Forgetfulness (-5 INL)

35-40: Diarrhea (double speed of thirst damage)

41-47: Fever (-5 to save vs. heat exhaustion)

48-52: Vision Loss (-7 to vision based AWR rolls, -7 to actions/reactions)

53-59: Vomiting (10)

60-66: Fatigue (-5 END)

67-74: Weight Loss (-10 lbs. or 4.5 kg, -½ BDY)

75-81: Headaches (10)

82-85: Coma (10)

86-00: Weakened Immune System (-10 to saves vs. disease progression and mortality)

Allergy: Deadly (Gives 4 BP)- The PC has a serious sensitivity to some common food item (e.g. peanuts, wheat, eggs, milk, soy, shellfish, tomatoes, fish). If the PC ingests even a little he or she will be incapacitated within 10 minutes and will die within 1 hour without medical attention. An intramuscular epinephrine injection ($40) can help stave off death.

Allergy: Incapacitating (Gives 2 BP)- Like the Deadly Allergy, except a reaction such as blinding headaches, convulsive vomiting or asthma more-or-less prevents the PC from doing anything (must make a 30 difficulty WIL or END roll to do anything) but will not kill the PC.

Alzheimer's (Gives 15 BP)- Limitation: Not available to Survivors. The PC has a degenerative brain disease that does not respond to any known treatments. The PC should roll once per week on the following table. All effects are permanent and cumulative:

01-10: -2 INL

11-20: -1 AGY

21-30: -1 AWR

31-40: Sudden Amnesia (5)

41-50: Delusions (5)

51-60: Hallucinations (5)

61-70: Retrograde Amnesia (5)

71-80: Anterograde Amnesia (5)

81-90: Aphasia (5) (failed INL save means PC cannot speak)

91-00: Agnosia (5) (failed INL save means PC mistakes one object for another)

Asshole Boss (Gives 1 BP)- The PC's immediate supervisor in his or her Day Job is demanding, unforgiving, ignorant and mean. The boss can and will get the PC fired if the boss catches the PC breaking rules. If the PC tries to stand up for his or her rights (e.g. refuses to work late without extra pay) this will only make the boss meaner.

Bad Rep (Gives 2 BP)- Anyone who asks around about the PC will hear something bad. The reputation might be deserved or it might not, but at this point it's too late to change it. Choose one of the following that is said about the PC:

"Crazy": Tales are told of the PC acting as if he or she had no connection to reality.

"Stupid": Tales are told of the PC doing incredibly stupid or naive things.

"Evil": Tales are told of the PC screwing over other people to gain an advantage or just to be mean.

"Liar": Tales are told of the PC deliberately deceiving those who trusted him or her.

"A Drunk/An Addict": Tales are told of the PC being intoxicated during important functions.

"Pervert": Tales are told of the PC trying to coerce people into inappropriate sexual situations.

Bad Self-Image (Gives 1 BP)- No matter how the PC actually looks, any time the PC sees his or her reflection or picture the PC sees someone who is grotesquely ugly. The PC will often make mistaken assumptions based on the belief that he or she is ugly (e.g. will assume people are staring at the PC because the PC is so ugly). -10 to purposeful seduction rolls and any time the PC sees his or her reflection the PC is -7 to all CHM rolls for the next 15 minutes.

Bad Temper (Gives 1 BP)- The PC has always had trouble dealing constructively with anger. Any time the PC is angered, annoyed or frustrated the PC must make a save vs. anger to avoid lashing out (either verbally or physically). The PC is -10 to all saves vs. anger.

Blind (Gives 20 BP)- The PC's eyes do not work at all. The PC is -15 to all combat actions/reactions. Supernatural senses are not effected.

Caregiver: Child (Gives 10 BP)- The PC is the primary caregiver of a very small child that the PC is legally and psychologically attached to. If the child dies, the PC will be so psychologically distraught that he or she will be unable to complete normal day-to-day duties effectively (the PC will be seriously messed up or unplayable). The child starts at 3 to 5 years old. Create a mini character sheet for the child (see sidebar). The PC can pay others to watch the child (see Day Care, p.35). The PC can ask friends and family to do it, yet the PC can only ask for so much from friends and family before they start feeling abused and refuse to help. As the PC grows older and wiser, so will the child. For every experience level the PC gains, the child will age 1 year, will gain 4 attribute points and 50 skill points. By the time the PC reaches level 10, the child should be old enough to take care of himself or herself and even to be a PC. The PC's weekly income is reduced by half because of extra costs from the child.

Child NPC Creation

Step 1 – Name, Age, Gender, Description

Step 2 – Create attributes by splitting up 35 attributes with the following maximums: AGY 10, AWR 7, END 7, INL 6, STH 5, WIL 7. The NPC also has 1 BLD, 1 BDY and 3 INCY.

Step 3 – Use 100 skill points to buy skills as follows: 40 skill points for one level of any mundane skill the parent has, 10 skill points for one level in a "child feat" (this is a CHM, INL, AWR or WIL feat that most adults can do but most children that age can't). Example: a child might start with Beg For Food (1), Find Home (2), Call 911 In An Emergency (1), Give Self Injection (2), Skill: Lock Picking (1).

Step 4 – Equip child (use money from PC's starting pool).

Caregiver: Elderly/Physically Disabled (Gives 7 BP)- The PC is the primary caregiver for a loved one (parent, child, sibling, spouse) who cannot take care of himself or herself because of a physical disability. Create the dependent with one physical attribute (AGY, END, SPD or STH) at 0 and the rest at 1, 1 BDY, 3 BLD, 4 INCY, and 10 levels in Academic, Creative, High Tech, Medical, People and/or Traditional skills.

Caregiver: Mentally Disabled (Gives 15 BP)- The PC is the primary caregiver for a loved one (parent, child, sibling, spouse) who cannot take care of himself or herself because of a mental disability. Create the dependent NPC as per Child NPC creation (see sidebar), but the NPC starts with 57 attribute points and, unlike a child NPC, can have up to 20 STH. For most purposes, assume the NPC's INL is 0. The dependent is physically able, but suffers from one of the following (player's choice):

Severe Mental Retardation (Can speak and understand simple sentences, probably not able to learn an occupation, cannot learn to read but may be able to learn to recognize a few words like "exit" "hospital" or "restroom").

Alzheimer's Disease (Frequent delusions, hallucinations, insomnia and periods of complete confusion).

Disorganized Schizophrenia (Periods of very disorganized speech, thought and behavior with some hallucinations and delusions, other periods of severe apathy, anhedonia and unwillingness to communicate).

Autism (Little language or communication abilities, little desire or need to communicate with others, inflexible and useless rituals or obsessions, withdrawal into an inner world in reaction to stress or overstimulation).

Chronic Pain (Gives 2 BP)- The PC has some old injury that causes near-constant pain. The PC must make Easy (10) saves vs. distracting pain every hour and is at -10 to save vs. psychological addiction to pain-killer drugs.

Clumsy (Gives 2 BP)- When the PC is not paying attention to what he or she is doing the PC drops things, knocks things over, bumps into things, etc. At least once in a game session, while the PC is not trying to be careful, he or she will make some clumsy movement (a hard AGY roll can help the PC recover from or lessen the damage done).

Colorblind (Gives 1 BP)- The PC was born with eyes that are unable to distinguish between a broad range of colors. Most likely, the PC can not see a difference between colors containing red and colors containing green.

Compulsion (Gives 4 BP)- The PC has a recurring drive to do something that the PC doesn't actually want to do. The PC must make a hard (30) WIL roll to avoid the compulsion whenever it is possible to engage in the compulsive act. Repeated successes at resisting the compulsion will kill that compulsion, but another one will pop up (until the underlying psychological issues are dealt with). Common compulsions include: setting fires, stealing, pulling out hair, cleaning, lying, overeating, counting things.

Criminal Record (Gives 1 BP)- The PC has been tried and convicted of felonies, and any background check on the PC will show a serious criminal history. This will disqualify the PC from some day jobs (PC can't be law enforcement, child care, or if a Professional the PC can't be an FBI Agent or Intelligence Operative). The PC can't carry a firearm.

Crush (Gives 1 BP)- The PC is in love with someone who doesn't return those feelings. The PC may eventually get over these feelings or may be able to finally woo the subject of his or her affections.

Deaf (Gives 7 BP)- The PC does not have any ability to hear. The PC gets Language: American Sign Language (4) free. The PC may be able to get a cochlear implant that gives some ability to hear, but it is a long and expensive process.

Debt: Credit Card (Gives 3 BP)- The PC is $10,000 in debt to credit card companies. The PC must pay $100/wk. just to pay the interest on the debt. If the PC does not pay this money, the debt (and interest) will climb and the credit card company will give the debt to debt collectors who will harass the PC, trash the PC's credit rating and try to get the PC's wages garnished.

Debt: Loan Shark (Gives 1 BP per $1000, max. 5)- The PC owes money to a criminal, most likely a member of an organized crime group. The PC is past due on the loan and the loan shark has sent out thugs to get the money, or equivalent in valuables, by any means necessary.

Delusion (Gives 3 BP)- There is something the PC believes in strongly, despite a lack of evidence or rational reason for the belief. The belief has a powerful effect on how the PC lives his or her life. If someone manages to persuade the PC that the belief is false, the PC will just adopt another false belief (until the underlying psychological issue is dealt with). The most common delusions are of persecution (e.g. 'the CIA is after me'), sexual desire (e.g. 'all those homos are fighting over who gets me'), sexual jealousy (e.g. 'my wife is sleeping with my friends'), grandiosity (e.g. 'I am the savior of this millennium') and nihilism (e.g. 'I'm dead and my insides are rotting.')

Disfigured (Gives 6 BP)- The PC has scarring that cannot be easily hidden. The scarring makes the PC more likely to be noticed, recognized and remembered; and gives the PC -20 to seduction rolls.

Dissociative Disorder (Gives 2 BP)- Any time the PC fails a save vs. fear or psychological shock, the PC is immediately seized by the feeling that the PC is not in control of his or her body and is, in fact, 'somewhere else.' The PC will wander away from danger and will follow commands, but cannot do anything useful or constructive for 1 minute per point of failure.

Drug Sensitivity (Gives 2 BP)- The PC's body chemistry and neurology is such that the PC is extremely sensitive to psychoactive drugs of all types. Gives -7 to save vs. drug effects (does not effect addiction and craving saves).

Enemy: Ex (Gives 3 BP)- The PC has an ex-lover who is not happy sharing the same planet with the PC. The Ex is not the type who would do anything violent or felonious to the PC, but will otherwise do anything else he or she can to make the PC miserable. The Ex knows some but not all of the PC's secrets.

Enemy: Parents (Gives 3 BP)- The PC's parents know that the PC is into something dangerous or unsuual and will do anything in their power to stop the PC. The parents will harass the PC and may eventually become desperate enough to try to kidnap the PC for "deprogramming".

Enemy: Stalker (Gives 2 BP)- The PC is being stalked by someone who believes he or she is deeply in love with the PC. The hope that the PC may someday return this love has become the person's central reason for existing, and any evidence or reasoning that says the love won't be returned is ignored. The stalker may come to have delusions (like that the PC is sending secret love messages or that the PC and the stalker are married), or, if put under enough stress, may attempt a murder/suicide.

Epilepsy (Gives 2 BP)- The PC suffers from occasional seizures. The PC loses consciousness and may make strange sounds or movements. The seizure lasts about 1 minute and it can take up to an hour to recover full AWR, INL and AGY. Anti-epileptic medications ($21/wk.) can reduce the likelihood of seizures. However, sudden withdrawal from anti-epileptic medication will bring on repeated and severe seizures. Every day the PC has a 1 in 6 chance of having a seizure (un-medicated) or a 1 in 20 chance (medicated).

ESL (Gives 2 BP)- The PC speaks some non-English language fluently and has only recently started to learn English. The PC must buy levels of Language: English to be able to read, write, speak or understand any English at all. During game play, so long as the PC spends a lot of time with English speakers, the PC gets 1 free level of Language: English for every 100 XP earned.

Failing Marriage (Gives 3 BP)- Because of the unusual or dangerous things the PC is involved in the PC's marriage is in serious trouble. The PC wants to save it and it may still be salvaged but it will take serious work.

Family Obligations (Gives 2 BP)- The PC has duties, that the PC feels he or she must perform, for the benefit of the PC's family. Examples might include lending money to a jobless brother, bringing meals to a shut-in grandmother, keeping a father from getting arrested when he gets drunk and starts screaming at neighbors, etc.

Family Skeletons (Gives 1 BP)- The PC's family has a terrible secret: some members of the family used to do things that were illegal or are serious social taboos. Although the PC didn't participate in these activities as a consenting adult, the PC is guilty of helping hide the secret of the family.

Fetish (Gives 2 BP)- The PC cannot enjoy intercourse or masturbation without the inclusion of some item or activity that is outside of cultural norms, e.g. shoes, rubber, simulated rape, verbal abuse, cross-dressing, etc.

Fried (Gives 4 BP)- The character has used too many hallucinogens and this has left the PC permanently changed. The PC is at -5 to save vs. hallucinations and delusions. Any skill or ability that utilizes abstract thought (e.g. using the Math skill) takes an extra round. The PC suffers from occasional flashbacks (hard difficulty hallucinations or delusions) that are triggered by sensory stimuli that remind the PC of a time when the PC was on hallucinogens. The GM chooses 5 flashback triggers. Once the PC has figured out what the triggers are the PC can attempt to avoid them.

Fugitive (Gives 15 BP)- The PC is accused of committing a serious felony and has no way of proving his or her innocence. The FBI and local police have the PC's description and if the PC is caught the PC will be put away for many years. The PC cannot get legal employment and is limited to the following day jobs: Boring Factory Job, Boring Field Job, Career Criminal, Homeless and Sex Industry Worker; and is paid less than a legal worker would be (max. $1000 to start, max. $50/mo.)

Gambling Addict (Gives 7 BP)- The PC is psychologically addicted to gambling. Gambling has a craving difficulty of 30. If the PC fails a craving, he or she must gamble as much money as he or she can get a hold of. If the PC has no money, the PC must try to sell personal items to get money. If the PC is gambling and wins, the PC must make a moderate difficulty WIL roll to stop gambling while ahead. The PC starts with the skill Gambling (3) free.

Guilty Secret (Gives 1 BP)- The PC has done something the PC thinks is immoral. It is something that, if the people the PC respects found out about, they would hate the PC. There is no evidence to link the PC to a crime (unless the PC also takes the Fugitive or Criminal Record disads).

Hemophilia (Gives 15 BP)- The PC's body does not produce clotting factors that let ruptured blood vessels close up. If injured, the PC keeps bleeding (losing half the original damage again every minute) until the PC dies or is treated. At a hospital a PC can be given clotting factors that let the blood clot, but those factors are expensive ($1,000 per serious injury). The PC can also get regular injections of clotting factors as a preventative (extra blood loss only lasts 2 minutes) but this costs $500/wk.

Herpes (Gives 2 BP)- The PC has genital herpes, a viral STD that cannot be cured. Drugs can reduce the likelihood of outbreaks but can't eliminate them completely and cannot make a person non-contagious. Each week the PC has a 1 in 6 chance of having an outbreak (un-medicated) or a 1 in 20 chance (medicated). Herpes has a contraction difficulty from unprotected sex of 10 (un-medicated) or 5 (medicated). An outbreak includes painful itching and rash, painful urination and blisters.

High Sleep Need (Gives 1 BP)- The PC needs more sleep than most people. The PC is most comfortable sleeping 12 hours a night and will suffer sleep deprivation damage if he or she gets any less than 10 hours.

House Arrest (Gives 7 BP)- The PC has been sentenced to house arrest for the next 6 months. The PC is allowed to leave home to go to work only. The PC has a tamper-resistant tracking device on his or her leg and it will inform the police if the PC goes more than 50 ft. (5 m.) from his or her home after curfew (typically 8 PM). Violations will mean the PC goes to jail for 6 months.

Hunted: Corporation (Gives 7 BP)- A major multinational corporation thinks the PC has something that is very important to them (e.g. secret internal documents, secret r&d tech) or is a major threat to them. The corporation will hire private security teams to watch the PC and will notify local and federal authorities if the PC is doing anything illegal. They will also try to find any excuse to drag the PC into court for expensive civil litigation. It doesn't matter if they can win or not, what matters is that they can use a team of lawyers to bankrupt the PC and disrupt the PC's life.

Hunted: Organized Crime (Gives 10 BP)- A major street gang, mafia family or international drug cartel has put out a contract on the PC. They know the PC's name and will eventually be able to find out where the PC lives, at which point there will be attempts on the PC's life by gang members or assassins.

Hunted: Serial Killer (Gives 4 BP)- An at-large serial killer has a special desire to kill the PC. Perhaps the PC is "the one who got away" or is someone who bullied the serial killer as a child. The PC doesn't know much about the serial killer. The PC might have caught a brief glimpse of the serial killer's face or heard the serial killer's voice during an aborted attack, but the PC does not know the killer's name and address and would have a hard time picking him or her out of a crowd.

Illegal Alien (Gives 12 BP)- The PC is here in the country illegally and if caught by the cops or INS the PC may be deported. The PC cannot get a legal job and must work 'below board.' The PC is limited to the following day jobs: Boring Factory Job, Boring Field Job, Career Criminal, Homeless and Sex Industry Worker; and is paid less than a legal worker would be (max. $1,000 to start, max. $50/mo.)

Illiterate (Gives 8 BP)- The PC can not write or read any language. Later in the game the PC can learn to read by buying the equivalent of 5 levels in an Academic skill. While the PC can not read he or she has doubled skill costs for Academic, Creative, High Tech, Investigation/ Espionage, Medical and People skills. The PC is limited to the following Day Jobs: Boring Customer Service Job, Boring Factory Job, Boring Field Job, Career Criminal, Dangerous Field Job, Homeless, Homemaker, Performer, Retired, Sex Industry Worker, Ward and Welfare.

Inexperienced: Urban (Gives 1 BP)- The PC has never lived in a city until recently. The PC isn't used to, among other things, freeways, high crime neighborhoods and neighbors making noise at night. The PC must buy a map or will have a hard time getting around.

Inexperienced: World (Gives 8 BP)- Until recently, the PC was not exposed to the modern world. Perhaps the PC was raised in an isolated religious commune, or was raised by an insane parent who didn't let the child go outside, or was raised in a mental institution, etc. The PC may have read books about the modern world, but they were outdated and gave no practical experience. The PC can walk, talk, read, keep himself or herself clean, but doesn't know simple things like what a police officer is, how to use an ATM machine, how to cross at a stoplight or why it is wise to lock one's door at night.

Insomnia (Gives 2 BP)- The PC has trouble sleeping. Every night the PC must make a save vs. Insomnia (WIL + 1d20 vs. 20, failure means the PC suffers one night's sleep deprivation damage). Various sedative drugs will give plusses to save vs. insomnia (equal to the penalty to save vs. unconsciousness).

Institutionalized (Gives 4 BP)- The PC has grown up in the care of the state, being shuffled around between juvenile detention facilities, foster homes, group homes and even mental hospitals across the state. The PC had little time to bond with friends or become part of a community before he or she was moved. The PC was given almost no training in how to survive in the modern world: create a budget, apply for a job, write a check, etc. Even worse, the PC doesn't know how to create a long-

term trusting relationship with another person. The PC's starting money is cut in half and the PC is limited to the following day jobs: Alternative Health, Boring Factory Job, Boring Field Job, Career Criminal, Creative, Dangerous Field Job, Homeless, Homemaker, Sex Industry Worker, Student, Ward, Welfare.

Learning Disability (Gives 3 BP)- The PC's brain is wired in such a way that some things are incredibly difficult for the PC to learn. Choose the type of learning disability as follows:

-Math: -8 to all skills rolls that involve math or numbers.

-Reading: -8 to all skill rolls that involve reading or recalling written knowledge.

-Spacial: -8 to any skill rolls that involve manipulating real world objects (e.g. driving, painting, repairing a mechanical device).

Lingering Abuser (Gives 1 BP)- The PC lived for several years with someone who sexually, physically or emotionally abused the PC. Now that person is no longer able to hurt the PC (either dead, in prison for a long time, or too weak to hurt anyone), but the abuser's personality left such a deep impression in the PC that the PC feels his or her constant presence. The PC dreams about the abuser, has momentary flashbacks of the abuser being around, and hears the abuser's voice in his or her head. What's worse, if the PC loses control the PC may find himself or herself acting exactly as the abuser would, even speaking with the same tone of voice.

Lonely (Gives 2 BP)- The PC starts the game with no friends. The PC's family provides little or no companionship. The PC is unhappy and would like to have someone he or she could talk to or hang out with.

Malnourished (Gives 5 BP)- Limitation: Not available to Survivors. A recent period of very poor nutrition has left a lasting impact on the PC: permanent -1 BLD, -1 BDY (the max. caps for these attributes suffer from the same penalties). The PC is -4 to save vs. disease contraction and mortality and -4 to seduction rolls because of things like missing teeth, thin hair, etc.

Memory Gaps (Gives 1 BP)- The PC has periods of his or her life that can't be remembered at all. Common causes are drug use, head injuries and prolonged traumas. The danger here is that something dangerous from the PC's past might show up and the PC won't recognize it coming.

Mental Health History (Gives 1 BP)- In the PC's past, he or she has been committed, against his or her will, to a mental institution. A check of the PC's medical or criminal records will show this. The PC cannot be a Professional or get Day Job: Law Enforcement.

Missing Arm (Gives 7 BP ea.)- The PC is missing most or all of one arm. For STH rolls that normally require both arms, the PC's STH is half (round down). For $50 the PC can purchase an unmoving hook (can be used as a 1 bladed improvised slashing weapon), for $1,000, the PC can purchase a cosmetic arm which looks real (Hard difficulty to tell it is prosthetic) but is completely non-functional. For $10,000 the PC can purchase a high-tech prosthetic that senses nerve impulses and can do simple tasks like grasping door handles (at 1 STH).

Missing Eye (Gives 5 BP)- The PC is missing one eye. A realistic looking glass eye can be purchased for $500. With one eye missing the PC is -7 to AWR rolls requiring peripheral vision or precise judgment of distance.

Missing Leg (Gives 7 BP ea.)- The PC can get a solid prosthetic (nothing more than strap on leg-shaped plastic) for $200, crutches for $25, a wheelchair for $100 (p.32). Walking with a solid prosthetic or crutches reduces PC's SPD to 1. For $40,000 the PC can buy an electromechanical prosthetic leg that works by sensing nerve impulses and can allow the PC to walk or run at up to 5 SPD.

Mute (Gives 10 BP)- The PC can not speak or make anything other than coughing and gagging noises.

Nightblindness (Gives 3 BP)- The PC sees very poorly (-10 to AWR rolls) in low light. PC is partially blinded (-7 to actions/reactions) in the light of a room lit with a 15 watt bulb and fully blinded (-15 to actions/reactions) in light so dim that a normal person could not read a book.

Obese (Gives 2 BP)- The PC is so overweight that it impairs his or her abilities and causes health problems. The PC is -10 to all jumping, sprinting, climbing rolls and +10 to rolls where weight is an advantage (tackle, pin, ramming). The PC is -7 to save vs. heat exhaustion and +7 to save vs. hypothermia. Unless the PC has 15+ STH, walking or standing is a tiring activity (uses pooled END).

Old (Gives 15 BP per decade after 50)- The character starts the game suffering from the effects of old age. For each decade after 50, the character gets cumulative -2 STH, -2 END, -2 SPD, -1 AGY, -1 BLD and -1 BDY.

Parole (Gives 4 BP)- The PC is out on parole from prison. The PC is out conditionally: there are a set of rules and if the PC is caught breaking them the PC will be shipped back to prison for about 6 months. The PC must meet a parole officer weekly and the parole officer may drop by unannounced (1 in 20 chance each day). The police are allowed to search the PC's car, residence, person or hotel room any time they want. Choose two additional conditions from the following list: steady employment, curfew (in by 8 pm), not allowed in a 'known drug area,' not allowed to associate with criminals or gang members, not allowed within 1,000 ft. of a school or playground, not allowed to take drugs or alcohol (regular urine tests), must complete 100 hours of community service, must complete 100 hours of anger management classes.

Personal Mystery (Gives 1 BP)- The PC has a very personal mystery he or she has been trying to solve for years. A loved one or family member was murdered or disappeared and the PC wants to find out why and who did it. Law enforcement has more or less given up on solving the case and the PC is the only one still actively looking.

Phobia (Gives 3 BP)- Some relatively common thing provokes strong and unwarranted fear in the PC. By making several successive saves vs. fear the PC can overcome fear of that particular thing, but a phobia to something different will soon pop up (there is an underlying problem that needs to be addressed). The PC must make a Hard (30) save vs. fear to approach the subject of a phobia. Common phobias include: bodies of water, crowds, darkness, human & animal corpses, gaining weight, dogs, enclosed spaces, fire, heights, public speaking, rodents, sick people, snakes and spiders.

Physically Unattractive: Minor (Gives 2 BP)- The PC has features which tend to make him or her less attractive to those interested in members of the PC's gender. Gives -4 to seduction rolls.

Physically Unattractive: Major (Gives 4 BP)- The PC has features which have a very strong tendency to make him or her unattractive to those interested in members of the PC's gender. Gives -8 to seduction rolls.

Poor Hearing (Gives 2 BP)- Without aid, the PC's hearing is very poor (-10 to hearing based AWR rolls).

Poor Vision (Gives 1 BP)- Without prescription glasses or contact lenses, the PC is almost blind. If the PC is nearsighted, he or she can see close-up things okay (well enough to recognize a person's face at 1 ft. or 1/3 m.) or if the PC is farsighted he or she can see far away things okay (well enough to recognize a building). Prescription glasses cost $40. Corrective surgery ($2,000) can improve the PC's vision.

Post-Traumatic Stress (Gives 10 BP)- The PC was in a prolonged period of mortal danger, torture or intense physical/sexual abuse and since then the PC has suffered from trouble eating, sleeping, nervousness and occasional flashbacks. The PC gets:

One per day, moderate (20) save vs. delusions that the PC is back in the stressful situation. Delusions can be triggered by sensations that remind the PC of the situation.

-10 to save vs. nausea, insomnia, fear and psychological shock.

Pre-Op Transsexual (Gives 3 BP)- The PC has been taking hormones, has had some plastic surgery and has been living as the other gender for some time. Most people the PC knows do not know that the PC still has genitals of the gender opposite what the PC appears to be.

Pregnant (Gives 15 BP)- The PC has recently become pregnant. The PC has a strong desire to give birth to the baby and raise it. The pregnancy lasts for 40 weeks and is broken down into three trimesters. The disadvantages faced by the PC vary according to trimester:

-1st Trimester (weeks 1 to 13): "Morning sickness" (-10 to save vs. nausea). Difficulty sleeping and fatigue (-2 END, -4 to save vs. unconsciousness). Emotional lability (-5 to save vs. fear, anger and other emotions).

-2nd Trimester (weeks 14 to 27): PC will begin to be visibly pregnant (-4 to save vs. loss of balance). Hormonal changes are generally positive: effects on skin and hair may make the PC more attractive to some (+2 to seduction rolls), anxiety is reduced (+4 to save vs. fear). Strange food cravings. Forgetfulness and trouble concentrating (-2 INL). Trouble dissipating body heat (-4 to save vs. heat exhaustion).

-3rd Trimester (weeks 28 to 40): Insomnia (10). The PC is very large (-10 to save vs. loss of balance, back pain, walking around will use pooled END). Breath is short (-4 END). Occasional contractions throughout this trimester (20 difficulty distracting pain). Increased need to urinate. Fatigue (-4 to save vs. unconsciousness). Trouble dissipating body heat (-7 to save vs. heat exhaustion).

During the entire pregnancy the PC must be careful to avoid harm coming to the baby. During the first trimester, the baby is most sensitive to toxins and poisons (takes double damage the PC takes). As the baby gets bigger, it is less vulnerable to toxins but it is more vulnerable to physical injury: any random injury to the PC has a 1 in 20 chance of hitting the baby during the first trimester, 1 in 10 during the second trimester and 1 in 6 during the third trimester. At all times the baby has AR 20 PR 2 bladed 2 blunt from the PC's body. Assume the baby has 0 BDY, 1 BLD, 1 INCY.

If the PC carries the pregnancy to term and gives birth, see Caregiver: Child (p.49) for rules on Child NPC creation.

Recovering Addict (Gives 3 BP)- The PC has been a psychological addict of some drug and has recently quit. The PC has been clean for about 2 months and experiences cravings every 32 days or any time the PC is under psychological stress. The PC is at -10 to psychological addiction rolls for any drug. The PC has a psychological void in his or her life that was once taken up by the drug. This void manifests as things like insomnia, depression, boredom, lack of goals in life, etc. The PC also experiences various health problems depending upon what drug the PC used. Choose one of the following as the drug the PC used:

Name	Craving Difficulty	Health Problems
Alcohol	20	Brain damage (-2 INL, -2 AWR, retrograde and anterograde amnesia at 4 difficulty to save), liver damage (-2 to save vs. drug/poison effects)
Methamphetamines	20	Ulcers, malnutrition (-½ BLD, -½ BDY)
Heroin	25	-2 to save vs. disease progression and mortality.
Cocaine/Crack	25	Chronically inflamed and runny nose.
Pain Pills	20	-2 to save vs. disease progression and mortality.
Inhalants	15	-3 INL, -3 AWR

Restraining Order (Gives 1 BP)- The court has ordered that the PC not call, follow or come near the home or workplace of a specific person. Violating the restraining order is typically a misdemeanor. The PC cannot legally buy a firearm while the restraining order exists.

Runaway (Gives 10 BP)- The PC is under 18 and has run away from home. The PC's parents are actively searching to get him or her back. If the PC is caught by police, and if the police find out the PC's real name, the PC will be returned home. The PC cannot work above-board and is limited to the following day jobs: Boring Factory Job, Boring Field Job, Career Criminal, Homeless and Sex Industry Worker and Welfare; and is paid less than a legal worker would be (max. $1,000 to start, max. $50/mo.)

Self-Hatred (Gives 3 BP)- The PC feels real, visceral hated towards himself or herself. The PC must make a Moderate (20) save vs. delusion to not believe anything bad anyone says about the PC. Whenever the PC is alone he or she must make a Hard (30) WIL save to avoid doing something self-destructive (e.g. self-mutilation, gambling, overeating, doing drugs, etc.). The PC is -10 to any WIL based save where a failure would mean the PC's (and only the PC's) painless death. This disad can be overcome only if the PC helps or bring happiness to a lot of people and the PC significantly changes his or her lifestyle, relationships and personal style.

Shy (Gives 2 BP)- The PC is nervous around strangers or acquaintances (yet not around close friends or family). The PC must make a Hard (30) save vs. fear when dealing with people to avoid making obvious signs of discomfort (e.g. stammering, insulting oneself, laughing at things that aren't funny, fidgeting, etc.).

Sickly (Gives 4 BP)- The PC was born with a susceptibility to many types of diseases. The PC has had more serious illnesses by his or her teens than most people do in 80 years. The PC starts with -7 to save vs. disease contraction and progression and -10 to save vs. physiological shock. The PC regains lost END and heals from injuries half as fast.

Stutterer (Gives 4 BP)- Ever since the PC's childhood, the PC has had trouble speaking. The PC tends to repeat the first part of words several times. The problem grows better or worse depending on the circumstances. After game play starts, the PC can spend 5 skill points per level for a special skill:

Not Stuttering (WIL)
Easy (10): Not stutter while angry, panicked or singing.
Moderate (20): Not stutter in a normal social situation.
Hard (30): Not stutter while under heavy stress.

Terminal Illness (Gives 17 BP)- The PC has a cancer or a degenerative genetic disease which has not responded to any known treatment and will eventually kill the PC (unless the PC can be cured by a supernatural power). Choose one of the following types of degeneration:

Cognitive: Each week, -¼ point to INL, AWR, CHM, WIL.

Motor: Each week, -½ AGY (when AGY is 0, PC is confined to a wheelchair, when AGY is -5 the PC is paralyzed).

Immune: Each week, -½ to saves vs. disease progression and mortality.

Vascular: Each week, -¼ END, -$^1/_8$ BLD

Metabolic: -$^1/_8$ BDY, -¼ END, needs +¼ hour of sleep, -2 lbs. (1 kg) per week.

Thin Bones (Gives 7 BP)- The PC has very weak bones, usually as a result of bad genes or poor nutrition. PC is -2 BDY and has a max. cap of 3 for BDY.

Virgin (Gives 1 BP)- The PC has never had sexual intercourse with another person. The PC knows approximately how it's done, but has no way of knowing if he or she can do it well or if he or she will enjoy it.

Visa (Gives 1 BP)- The PC does not have American citizenship and is, instead, here on a work or education visa. The PC is required to report to federal authorities occasionally and the PC can be deported if he or she does anything that upsets authorities.

Weak Stomach (Gives 1 BP)- The PC's stomach is especially sensitive to irritants. -10 to save vs. vomiting. Spicy foods, acidic foods or stress will cause heartburn (easy save vs. distracting pain).

Young (Gives 5 BP per year below 16)- For each year younger than 16, the PC gets -4 attribute points and -½ health attribute point.

Step Seven - Character Advancement

In Brief: Use XP to gain experience levels and improve the PC.

Gaining XP

Experience allows the PC to grow as a person and improve himself or herself. Experience is measured by Experience Points (XP). XP is awarded at the end of a gaming session, based on the PC's performance in the adventure. Some things player characters can do during a game to gain experience points:

Completing Adventure Goals- Whatever the goals of the given adventure are, the PCs should be awarded points to the degree that they completed the goals successfully. (5 to 25 XP)

Staying Alive- In many adventures, the PCs are thrown into dangerous situations and the PCs get XP by surviving. (1 to 5 XP) The PC may also get points if every PC involved in the adventure survives. (2 XP)

Making Friends- With PCs of such differing backgrounds it is a commendable achievement when two PCs become good friends. (5 XP)

Discovering Secrets- Whenever a PC finds out a major secret about the game world, he or she will earn XP. (5 XP)

Personal Growth- This is awarded when something happens that makes the PC wiser or more mature or when the PC realizes something important about his or her life. Usually this means that the character has overcome (or has decided to overcome) some personal flaw. It could also mean a wider outlook. XP should only be awarded if this is a permanent change, not just a temporary deviation. This is used to award depth and change in PCs. (5 XP)

Good Roleplaying- GMs can award experience points to players who show empathy for or commitment to the psychology and worldview of their PCs by doing something that fits very well with that character. This is a good way for GMs to compensate players that hurt their characters for the sake of realism (e.g. not using knowledge that the player has but the character wouldn't). (2 XP)

Making The World A Better Place- The PC will earn XP any time he or she helps some person or people. This could mean saving a life, providing food to hungry people, teaching someone to read, etc. This can also mean helping people by less direct means, e.g. eliminating a killer and therefor saving the lives of anyone that monster would have otherwise preyed upon. (1 to 10 XP)

Clever Plan- Whenever a PC comes up with an idea which is clever and also works (has good effects) the GM will award XP. (4 XP)

Worked Well as Group- The GM will award XP whenever the PCs show that they can work together well and do things they would be unable to do alone. (4 XP)

Losing XP

Just as various types of successes will add to the XP earned in an adventure, some failures can cause the PCs to get less XP than they would have otherwise. XP for an adventure can not drop below zero.

Failing at Adventure Goals- The GM may deduct XP if the PC fails at the goals of the adventure (especially if the goals were very easy or very important). (1 to 5 XP)

Splitting Up Group- If the PC chose to split up the party and it hurt the party to do so, the PC will lose XP. (5 XP)

Making the World a Worse Place- Anything that hurts people or otherwise makes the world worse will cost XP. (1 to 5 XP)

Player Character Death- If one of the PCs in the party dies, each surviving PC will lose XP. (5 XP)

Spending XP

Generally, XP can be spent as soon as it is received. The only exception is when so little time has passed in the game universe between one game session and another that it is ridiculous to think that the PC might have improved in that way. Example: *The PCs are in the countryside, on the run from FBI agents and sleeping in barns and cornfields. When a game session ends, the GM awards 16 XP. One player decides that her character will gain one level in the skill Science: Chemistry. The GM rules that since the PC has no access to Chemistry study materials or teachers she must wait until she gets back to civilization to improve the skill.*

XP can be spent as follows:

Skill Points: 2 XP = 1 Skill Point

Attribute Points: 10 XP = 1 Attribute Point.

Health Attribute Points: 30 XP = 1 Health Attribute Point.

Attributes cannot be raised above their max. cap of 20. Negative sub-attributes can be removed (at a cost of 1 attribute point each) but new positive sub-attributes cannot be purchased. Health Attributes cannot be raised above their max. cap of 6.

XP cannot be used to change Psychodynamics. If a PC's personality changes, the PC can shift around points between psychodynamics but cannot reduce or increase the overall number of points.

Experience Levels

In addition to spending XP, players should keep track of the total XP a PC has earned, spent or unspent. This will allow players to more easily compare the relative power level of different characters. An "experience level" is 100 XP, so we could say that a PC with 252 XP is "Level 3."

Level advancement can also be used as a rough estimate of time. Each experience level represents six months to two years in the PC's life.

Changing Day Jobs

Changing day jobs requires in-game effort and the development of whatever skills are necessary (typically the same skills that people who take that day job at character creation get for free). Many day jobs require a certificate or degree, meaning the PC must get into an appropriate school, find a way to pay for it, and find time to attend classes and study while attending to his or her normal Day Job. Other jobs require nothing more than knowing the right person.

Generally speaking, the more BP it costs to get a day job during character creation, the harder the PCs should have to work to get it. It should be easy to become Homeless and take a lot of work and luck to become Privileged. Once a PC actually starts working the same new day job he or she gets the income and skill costs for that day job.

Chapter Two -

Organic Rule Components

Basic Mechanics

In Brief- Roll attribute + 1d20 vs. diffituly to see if the PC can do something.

Rolls are made during game play for only one reason: to see if a character can do something he or she is trying to do. Rolls should only be made if a doubt exists as to whether the character can or can't do it. When a roll does need to be made, the basic form is this:

Applicable attribute + 1d20 (one twenty sided die) Vs. Action Difficulty

For instance: *Sam wishes to climb the side of a building to get to the roof. AGY is the attribute and the GM decides that the difficulty will be 20. Sam has an AGY of 9 and so needs to roll 11 or higher on his d20 in order to succeed. Say, however, that Sam has special gloves that gives him +8 to climbing – now he would roll AGY (9) +8 (gloves) + 1d20 vs. 20 (Sam only needs to roll a 3 or better).*

Sometimes the number of points by which the character succeeded (called "success") or failed (called "failure") effects what happens. For instance, the amount by which a climbing character succeeds may determine how quickly the PC climbs.

Dual Attribute Rolls- Some rolls use two attributes. For instance, to save vs. unconsciousness a PC uses Endurance (for physical energy) and WIL (for mental energy). When using two attributes, add the attributes together and divide by half (rounding up). So, if a PC with 3 END and 12 WIL wants to save vs. unconsciousness with moderate difficulty, END+WIL/2 is 7.5, rounded up it's 8, so the PC would roll 8 + 1d20 vs. 20.

Opposed Rolls- When characters are competing, two rolls are made and whoever has the best success (amount over the difficulty) wins. This represents that people competing may have different levels of ability but may also be trying things of different difficulty. A character trying to do a complicated martial arts maneuver must get a much higher roll to get the same amount of success as someone trying to do something as simple as a punch. Opposed rolls take the following form:

Character 1's Attribute + 1d20 vs. Difficulty 1

opposing

Character 2's Attribute + 1d20 vs. Difficulty 2

The difference between successes is called the "opposed success" (for the winner) or "opposed failure" (for the loser).

Example: *Amanda and Jovonne are playing blackjack. Amanda only wants to win (moderate difficulty: 20). Jovonne wants to win in a way that makes it appear that she won via dumb luck (hard difficulty: 30). Amanda rolls INL + 1d20 vs. 20 and beats 20 by 3 points. Jovonne rolls INL + 1d20 vs. 30 and beats 30 by 7 points. Jovonne wins with an opposed success of 4 (7-3) and Amanda loses with an opposed failure of 4.*

Sample Difficulties

0- Automatic Success
5- Walk down stairs briskly. (AGY)
10- (Easy) Notice a mosquito on PC's skin. (AWR)
15- (Easy-Moderate) Paint ceiling from flimsy ladder. (AGY)
20- (Moderate) Win a game of mah-jongg. (INL)
25- (Moderate-Hard) Catch paper flying in the wind. (AGY)
30- (Hard) Get burned and not flinch. (WIL)
40- (Legendary) Lift a pony over PC's head. (STH)

Deliberate vs. Chance- GMs decide whether a roll is a "deliberate" or "chance" roll. This depends upon how much chance influences the outcome of the event (as opposed to skill and talent). On a chance roll, a roll of 1 on the 1d20 means automatic failure, a roll of 20 means automatic success. If a roll could not have succeeded except for rolling a 20, the roll should be considered to have succeeded by 1. In almost all cases, fighting rolls are chance.

Chance Actions: An action a PC needs to get done immediately, or when an action must either succeed or fail the first time the PC does it. Example: a climbing roll involving leaping from one building and grabbing on to the windowsill of another. No matter the AGY and climbing skills of the PC, the PC might succeed or might fail on a 1 or 20.

Deliberate Actions: The PC is trying to do something, but can stop if he or she is about to fail. These are typically slower actions. Example: PC is at the bottom of a wall and makes a climbing roll to see if he can climb up it. A failure here does not necessarily mean that the PC falls, it might just mean that the PC couldn't find a safe way to get up the wall. There are no automatic successes or failures here.

Savings Rolls- Save vs. X rolls are difficulty rolls to keep something from happening that will happen unless the roll succeeds. If a PC is making a save vs. unconsciousness then the PC will become unconscious unless he or she can meet the difficulty. A basic table of savings throws follows. See the section on using attributes for more information.

Save vs.	Rolled on
Disease Contraction	END
Disease Progression	END
Fall/Skid Damage	AGY
Fear	WIL
Heat Exhaustion	END
Hypothermia	END
Loss of Balance	AGY
Nausea	WIL
Pain	WIL
Paralysis	WIL
Physiological Addiction	END
Physiological Drug Effects	END
Physiological Shock	END
Psychological Addiction	WIL
Psychological Drug Effects	WIL or INL
Unconsciousness	END/WIL

Opposed Savings Rolls- Occasionally, characters will be required to make opposed savings rolls. This means that even if they succeed (meet their difficulty) they will fail if they do not succeed at a level greater to or equal to the level that their opponent succeeds their difficulty. Example: *Sam hits Carl with a knockout strike. Carl beat his difficulty by 5. Now Sam not only has to beat a the normal difficulty for a save vs. unconsciousness, he has to beat it by 5 or more to avoid going unconscious.*

Using Attributes

Agility (AGY)

Use AGY for athletic type rolls: catching things, throwing things, blocking things (other than strikes), skipping rope, etc.

Balance- Use AGY for rolls to keep one's balance: walking a tightrope, moving on ice covered streets, racing down stairs, etc.

Climbing- Use AGY for climbing. See table for sample difficulties.

Climbing Difficulties (with no equipment)

10 (Easy) Tree with low branches.

20 (Moderate) Rocky cliff face.

30 (Hard) Sheer cliff face.

40 (Legendary) Glacial ice.

Landing- Characters can use AGY to save vs. falling or skidding damage (see Other Types of Damage, p.62). The first point of damage can be saved against at 10 difficulty, the second point at 20 difficulty, the third at 30, etc.

Prowling- AGY is also used for prowling (attempting to move through an area while not being noticed). The difficulty is based on several factors: the number of people and their proximity, how distracted or attentive they are, the amount of cover and whether there is darkness or a weather condition obscuring the PC, etc. The person being prowled against should get an opposed awareness roll.

Prowling difficulties

10 (Easy) Crawling through a field of tall grass with a wind to cover noises and an unsuspecting person nearby.

20 (Moderate) Sneaking up behind someone who isn't expecting anything.

30 (Difficult) Crawling in a gutter at night with several people searching for you.

40 (Legendary) Avoiding someone who is searching for you by staying directly behind them (may also require SPD based rolls).

Awareness (AWR)

Noticing- Use AWR when characters need to notice a detail too small to be included in the GM's description of the surroundings (e.g. the man standing next to you has a small needle mark on his neck) or a subtle sensation (e.g. a tiny scratching noise coming from inside the walls). AWR should not be used for a substitute for directed attention: if a player says "I'm looking carefully at the man next to me," he or she should be given every detail about that person with no AWR roll needed. AWR is also used to save vs. prowling (see above).

Manipulation- An AWR roll is also made to sense when something is trying to manipulate the PC's mind. The normal difficulty is 20. If the PC success is better than the manipulator's success, the PC realizes that he or she is being manipulated, and can try to resist the manipulation (usually with a WIL roll).

Charm (CHM)

Acting- Use CHM whenever a PC needs to put on some sort of act to fool other people.

Acting difficulties

10 (Easy) Making people think you're bored.
20 (Moderate) Making people think you're in pain.
30 (Difficult) Making people think you're not scared.
40 (Legendary) Making people think you're a genius.

First Impressions- CHM rolls can also be made to "modify" an NPC's reaction to the PC. The most common usage is to try to make people like the PC. A PC meeting a stranger who beats 20 on a CHM roll could choose to come off as slightly more confident, friendly, intelligent and likeable than he or she would have otherwise or more tough/mean/scary or as lowly/loser/wimp/nothing-to-be-worried-about. Note that this is "first impressions" only. After the PC has had more interaction with an NPC, the PC's actions and words become what the PC is judged by.

Persuasion- CHM is used to persuade NPCs to agree with an argument. First, PCs must roleplay arguing their case. Next, the GM decides the difficulty of the persuasion based on the logical strength of the argument. A very reasonable argument which makes a lot of sense might have a difficulty of 10. A very improbable argument that asks the listener to make a lot of assumptions might have a difficulty of 30. Don't even bother rolling if an argument is so strong or so weak that it is ridiculous to believe that someone would or wouldn't agree with it.

Seduction- Use CHM for seduction rolls. A successful roll means that the target wants to have sex with the PC. How and if the victim will act on those desires is up to the GM or player. The normal difficulty for a sexually healthy adult who has a preference for the PC's gender is 20 (moderate). GMs can also force players to make "passive seduction" rolls to see if a person is attracted to the PC even without the PC trying to seduce the person. Passive seduction rolls typically have +10 difficulty.

Endurance (END)

Pooled Endurance- Endurance is also used a measurement of the amount of energy a PC has to expend. The PC starts with a "pool" of points equal to his or her END. Any of the following removes 1 point from this pool:

Exertion: Any round in which the PC is doing some strenuous physical action, including combat or anything that uses at least half the PC's STH or SPD.

Oxygen Deprivation: Any round in which the PC can't or won't take in oxygen.

Mortal Injuries: Any round in which the PC is mortally wounded (is at 0 BLD, see p.60).

Other miscellaneous things (e.g. toxins) can also remove pooled END.

When Pooled END reaches 0, the PC is incapacitated. The PC can not stand, can not make fighting actions or reactions and can not initiate any kind of communication. The PC will fail at any roll involving AGY, END, SPD or STH.

Example: *Tim has 9 END. He was just shot (bringing his BLD to 0) and he is in a room filled with poison gas. He is holding his breath and running as fast as he can (he hopes to jump out of the window). Each round he loses 3 pooled END, which means he has 3 actions before he becomes incapacitated. After two rounds he gets hit in the head with a rock and must make a save vs. unconsciousness. He rolls 1d20 plus an average of his WIL and END (which is currently 3).*

Fatigue- END can also be used more slowly by activities which do not use half the PC's STH or SPD but are tiring nonetheless (e.g. jogging, manual labor, even standing for long period of time). Example: *Juan has a SPD of 10. If he runs at 5 or faster he will lose 1 END per round, so he decides to run at SPD 4. The GM decides that he will lose 1 pooled END for every 5 minutes running at this speed.*

Rest- When Pooled END is lost to strenuous activity, it returns at 1 point per round when the PC is resting. Pooled END lost to oxygen deprivation returns at 1 point per round when the PC begins receiving oxygen again. Pooled END lost to fatigue returns at the same rate it was lost (e.g. if Juan loses 4 END by jogging for 20 minutes, he will regain it with 30 minutes of rest). If a PC ever reaches 0 END (incapacity) that PC is -1 END for the next 24 hours. If a PC reaches 0 END five times, the PC will be at -5 END the next day.

Health- END is used to represent the body's general health. It is used to save vs. things like hypothermia, heat exhaustion, cardiac arrest (heart attack), shock and (along with WIL) unconsciousness. See Other Types of Damage (p.60) and Symptoms/Effects (p.63) for more.

Disease- END is also used to save vs. disease contraction and progression. See Disease (p.63) for more.

Intelligence (INL)

Speed of Thought- Among other things, INL represents how quickly a PC thinks (as opposed to AWR, which can measure how quickly a PC notices things, or AGY which represents how fast the PC's body reacts). A GM might sometimes ask PCs and NPCs to make opposed INL rolls to find out who figures out something first. INL (along with AWR) is used to determine initiative in combat (see p.67).

Skills- Intelligence is used to perform intellectual or creative skills. See Skills (p.65) for more. In Brief: roll INL +1d20 +4 for each skill level above the first vs. the difficulty for whatever the PC is trying to do.

Speed (SPD)

Leaping- SPD is used for leaping rolls. The difficulty for making a leap is the distance (in ft.) times two (or, 6 difficulty per meter), so a ten foot leap would have a 20 difficulty. Height differences, inclines, etc. can increase the difficulty.

Running- SPD also sets the maximum speed the character can run. SPD is approximately equal to MPH. 1 MPH = ~1.5 ft./second. Since one combat round is approximately half a second, that means that a PC running at max SPD can run approximately .75 ft. per combat round per SPD. So a PC with 10 SPD can run 7.5 ft. in one combat round.

In metric, a PC can run 1.5 kmph per SPD, or ¼ meters per combat round per SPD. So a PC with 10 SPD can run 15 kmph or 2.5 meters in a combat round.

Sprinting- A SPD + 1d20 roll can be made for a momentary (1 combat round) burst of extra SPD. Doing so uses 2 points of pooled END.

Strength (STH)

STH is used in opposed strength rolls, for instance, if two people are grabbing for an object.

Strength Feats - Strength is also used for lifting heavy objects or any other "feat" of strength. Assuming a character can get a good grip on an object, the difficulty to lift the object should be the weight in lbs. divided by 10, so a 200 lb. object would be 20 difficulty to lift (a poorly grippable object or an object with poor balance would have a higher difficulty). Or, the difficulty to lift an object is equal to the weight in kg divided by 5. Some example STH feats:

STH Feat Difficulties

10 (Easy) Prying open a nut.

20 (Moderate) Breaking a wooden door

30 (Difficult) Pushing a horse around.

40 (Legendary) Pulling apart a cheap padlock

Encumbrance- STH also determines the amount that the PC can carry on his or her person without suffering a detriment to attributes. A PC's "Base Encumbrance" is equal to his or her STH times 5 lbs. (or STH times 2 kg). If the PC is carrying his or her base encumbrance, well distributed over the body, the PC is at -1 AGY, -1 SPD and loses 1 Pooled END per hour. For every 10 lbs. (5 kg) over Base Encumbrance, the PC is at an additional -1 AGY, -1 SPD and loses 1 additional Pooled END per hour. Example: *Nyorbu has a STH of 7. His base encumbrance is 7 x 5 lbs. or 35 lbs. If Nyorbu is carrying 25 lbs., so long as it is packed well, he suffers from no minuses. At 35 lbs. he is at -1 to AGY and SPD and loses 1 Pooled END every hour. If Nyorbu is carrying 85 lbs. (35 lbs. plus 50 lbs, or 5x10 lbs. over his Base Encumbrance) he is at -6 to SPD and AGY and loses 6 Pooled END per hour.*

Willpower (WIL)

Mind Control- Will is used for opposed rolls involving attempts mental domination or manipulation by a supernatural force (1d20 + WIL vs. 20 opposing the attack roll of the entity) or brainwashing (1d20 + WIL vs. 20 opposing the skill roll of the brainwasher). Note that in order to resist mental manipulation, the PC must first realize that someone or something is trying to manipulate him or her (see AWR, p.58).

Resistance- Will is used to resist anything that would cause the PC to act (or not act) against his or her will. PCs can make WIL based saves to resist, among other things, pain, nausea, fear, amnesia, hallucinations, delusions, euphoria, etc. See p.62 for a list of drug/disease/poison symptoms and effects and the consequences for failing saves against them.

Pain- One of the most common things PCs will have to resist is pain. Pain comes in two types:

Shocking Pain: This is pain that comes on suddenly (sometimes unexpectedly). It only lasts a second but it is so strong that it can cause the PC to be unable to act. A PC who fails to save by 1-9 loses his or her next action. A PC who fails by 10 or more loses his or her next action and reaction (see A Combat Round, p.68), meaning that the PC not only cannot act, but cannot defend himself or herself for one round.

Distracting Pain: This is pain that comes on more slowly and stays around longer, causing the PC to be distracted from anything he or she tries to do. When a PC fails a save vs. distracting pain, the PC suffers from a penalty equal to the amount he or she failed by. This penalty applies to any roll the PC has conscious control over (e.g. it would apply to an attempt to catch a ball, but would not apply to a save vs. disease contraction). Example: *Logos fails a save vs. distracting pain by 3. Logos now suffers from -3 to skill rolls, actions, reactions and anything else he has conscious control over.*

Drug Cravings- WIL is also used to save vs. drug cravings (the difficulty based on the drug) after becoming addicted. See Drugs (p.63) for more.

Health Attributes

In Brief- Blades and bullets remove BLD. Crushing removes BDY (then double BLD). 0 BLD = mortally wounded, but PC can keep going until INCY or Pooled END = 0.

The three health attributes, BLD, BDY and INCY are used whenever a character takes any kind of damage which moves the PC progressively closer to death. There are many types of damage which may cause pain, cripple or disfigure the PC, but don't move the PC significantly closer to being dead and so they do not remove BLD, BDY and INCY. The two main types of potentially lethal damage are blunt and bladed.

Blunt Damage- Blunt damage comes from that does crushing damage to the PC's tissues, like a club or a punch. Things like falling, being crushed, being rammed by a vehicle also do blunt damage. Blunt damage is subtracted from BDY. Once all BDY is gone, blunt damage is removed from BLD but the effect is doubled. So, if a person with 2 BDY is hit with something that does 5 blunt damage, all 2 BDY are taken away and the character suffers 6 damage to BLD (the remaining 3, times 2).

Bladed Damage- Bladed damage comes from anything which cuts, pierces or spills blood, including knives, guns, barbed wire, skidding, etc. Bladed damage goes straight to BLD. Any other type of damage which causes the PC to lose blood, be unable to take in oxygen, or does damage to the heart and lungs also does damage to BLD.

0 BLD- When a PC reaches 0 BLD it means he or she has been mortally wounded and without medical intervention he or she will eventually die. Even at 0 BLD or below, a PC can still do things, even fight, for a limited period of time. END effects how long the PC can continue to act, and INCY (Incapacity) effects how much more damage a PC can take before being immediately incapacitated.

Incapacity- When damage reduces a PC's BLD to 0, any further damage is done to INCY. INCY represents the character's last reserves of energy to act even after being mortally wounded. All further damage that would have done damage to BLD instead does damage to INCY. All further blunt damage does double damage to INCY. When a PC reaches 0 INCY it means he or she is incapacitated. An incapacitated person can not stand, make fighting actions or reactions, or initiate any kind of communication. An incapacitated PC may make moderate (20 difficulty) WIL rolls to be able to do very simple things (e.g. answer a question, crawl away from a fire) but cannot do anything that would require a roll (e.g. perform a skill).

As long as a PC still has Incapacity and pooled END, he or she can still act normally. As soon as a PC reaches 0 BLD, he or she loses 1 point of pooled END every round (in addition to END lost from other activities/circumstances). When pooled END reached 0, the PC is incapacitated.

After being incapacitated, the PC has his or her INCY + base END number of rounds before brain death occurs and no known means can revive the PC.

Armor

In Brief- AR is how much success a strike needs to bypass armor, PR is subtracted from any strike that hits the armor.

A piece of armor has two factors:

Armor Rating (AR) represents how much of the body the armor covers (or how difficult it is to hit an unprotected spot on the PC).

Protection Rating (PR) represents how much damage each type the armor can absorb.

Example: *Lake has a leather suit with an AR of 7 and a PR of 2 bladed. A strike (a combat action, see p.71) with a success of 7 or below will hit the armor and 2 bladed damage will be subtracted from the damage the strike would normally do. If the strike was with a weapon that does 4 bladed and 2 blunt damage, it would only do 2 bladed and 2 blunt damage. A strike with a success of 8 and above would hit an unprotected spot and do full damage.*

AR of 20 represents total coverage and no amount of success can bypass the armor.

Multiple Layers- When a PC is wearing multiple layers of armor, each layer acts upon the damage independently. One strike may hit one piece of armor and lose some of its damage, hit another piece of armor and lose more, then bypass a third piece of armor and not lose any more. In order for damage to reach a PC, it must either bypass or cut through every piece of armor the PC is wearing.

Armor Piercing- Some weapons and types of damage cut through armor better than they cut through other things (like people). An armor piercing bullet may be listed as doing: "5 bladed damage (pierces as 10)". When subtracting damage absorbed by the armor, treat the damage as if it is 10. When the damage gets to the PC, however, it can't do any more than 5. Note that poisons on a bladed object do full damage if any bladed damage gets through to the victim.

Non-Damaging Attacks- There are attacks which do not do damage, but do things like cause pain, cripple joints, knock people out, etc. Armor can protect from these attacks too. To determine whether armor protects from such an attack, figure out how much damage the attack would have done if it were a normal strike, then figure out if any of that damage would have gotten through. If none would have gotten through, then the non-damaging attack has no effect. Also, some attacks have a minimum damage (e.g. a knockout strike requires an attack that would do at least 2 blunt damage if it was a normal strike) and if armor reduces the "would be" damage to less than this then the strike doesn't work.

Example: *Inferno is trying to stab Hoshi in the nuts with an ice-pick (a pain/stun strike). Hoshi is wearing a leather motorcycle outfit that has AR 10, PR 3 bladed 1 blunt. Inferno's difficulty for the strike is 25, and he gets a 32, meaning he succeeds by 7. This success is less than the AR of the armor, so the armor's PR is subtracted. Had this been a normal strike, the ice-pick would have done 1 bladed (pierces armor as 3). So, 3 bladed PR is subtracted from 3 bladed (pierces as) damage, and the result is 0. No damage gets through, and the strike has no significant effect on Hoshi.*

Damage and Medical Effects

These are some sample medical effects one might observe in a PC who has taken bladed or blunt damage during combat:

1 blunt
A few ribs broken, a few internal organs bruised.

1 bladed
A large or deep cut which did not pierce internal organs but caused significant blood loss.

3 blunt
Several bones broken, internal organs badly damaged and bleeding heavily.

3 bladed
Internal organs lacerated, heavy blood loss.

6 blunt
Crushed skull or broken spine, massive internal bleeding.

6 bladed
Major arteries severed, internal organs pierced, massive blood loss.

9 blunt
Most bones broken, most internal organs destroyed, tissues pierced by jagged bone fragments.

9 bladed
Vital organs cut in half, blood spurting.

Healing

For every 7 day period, the average person regains the following:

1 point of BLD

½ point of BDY

Each of the following will slow the healing rate by one day:

Bad Damage Type- The PC was damaged by ragged, burn or radiation damage.

Botched 1st Aid- The PC never had any 1st aid performed on the injury, or an Emergency Medicine skill roll failed.

Infection- The PC contracts any disease, whether or not it is related to the injury.

Low END- The PC's base END is 5 or less.

Malnutrition- The PC cannot get food which satisfies basic nutritional requirements.

Mental Stress- The PC is put in constant fear of death or of not having the basic necessities of life met.

Physical Stress- The PC must do heavy labor or suffers from any amount of sleep deprivation.

Poor Hygiene- The PC is unable to keep wounds clean.

Reinjury- The PC take another injury while healing.

Other Types of Damage

Burn: When a person is burned, 4 effects happen:
-BLD damage (1 pt. per pt. of burn damage).
-Pain (WIL+1d20 vs. 10/pt. of damage).
-Physiological Shock (END+1d20 vs. 5/pt. of damage).
-Increased chance of infection (-5 to save vs. disease contraction/pt. of damage).

Cold: Make saves vs. hypothermia hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Dropped Objects: Does blunt damage = weight (divided by 10 lbs or 5 kg) times number of stories. E.g. 20 lb. object dropped 5 stories does 10 blunt damage.

Electricity: When harmful levels of electricity run through a person, four effects happen:
-Paralysis (WIL+1d20 vs. 20/pt. of damage), paralysis only lasts while the electricity is running.
-Unconsciousness (WIL/END+1d20 vs. 10 per pt. of damage)
-Heart Attack (END+1d20 vs. 5/pt. of damage), see Symptoms/Effects (p.62).
-Burn Damage: 1 pt. of burn damage for every 4 pt.s of electrical damage.

Explosion: Explosions can do one, two or all three of the following:
-Incendiary Damage (same as Burn damage)
-Concussion Damage (same as Blunt damage)
-Shrapnel (same as Bladed damage, the amount is usually expressed as a dice roll and typically pierces armor)

END Damage: Some toxins do END damage. Every pt. of damage takes away 1 pooled END. When pooled END is at 0, damage is done to BLD.

Falling: 2 blunt damage for each story fallen (a story is ~10 ft). Armor typically cannot protect from this damage.

Heat: Make saves vs. heat exhaustion hourly. 1st failure halves all attributes, each additional failure does 1 BLD damage.

Hunger: For every day without food: -1/4 BLD, -2 END.

Radiation: For every pt. of damage: 1 BLD damage, Vomiting (10), Headache (10), fatigue (-2 END), confusion (-1 INL, AWR). Effects develop over 24 hours. BLD damage is permanent (unless bone marrow transplants are given). Strong likelihood (25% per pt. of damage) of developing cancer and cataracts within the next year.

Ragged: Like bladed damage, but with an increased chance of infection after the battle (see p.74). For each pt. of ragged damage taken the PC gets -5 to save vs. disease contraction.

Skidding: For each 20 SPD the PC is moving at: 1 bladed 1 blunt damage. Less if the ground is very soft, more if it is rocky.

Sleep Deprivation: For every 24 hours without sleep: -3 to AWR, CHM, INL and END. Must save vs. hallucinations and delusions at (3 difficulty per 24 hours). Must make saves vs. unconsciousness (15 difficulty per 24 hours) when not doing anything.

Strangulation/Loss of Oxygen: PC loses 1 pooled END per round (in addition to pooled END being lost for other reasons). Resting will not bring back any lost END. When END reaches 0, PC loses 1 BLD per round. When the PC can breathe normally again, lost END and BLD returns 1 per round.

Thirst: ½ BLD damage per day.

Each of the following will speed up the healing rate by one day:

Alternative Therapy- Treatment by someone with 3 or more levels in Herbal Medicine or Acupuncture.

Excellent 1st Aid- Immediately after the injury, the PC was given 1st Aid that beat the skill roll difficulty by 10+.

Good Damage Type- The PC was damaged by electricity, cold, heat, hunger or thirst.

Healthy Diet- The PC eats meals prepared by a nutritionist (or someone with the Physical Therapy skill) to provide all the right nutrients a healing body needs.

High END- The PC's END is 15 or more.

Physical Therapy- The PC sees someone with the physical therapy skill for at least an hour a day (costs $150/wk.).

Unlimited Rest- The PC spends as much time as he or she feels like in bed.

Example: *Tim took 3 bladed and 2 blunt damage. The 1st aid was botched and Tim has to work a job doing heavy labor. On the other hand, he has a high END, has a physical therapist giving him therapy and cooking him nutritious meals. Altogether, he has 2 things that would slow his healing rate (physical stress, botched 1st aid) and 3 things which would speed the healing rate (physical therapy, healthy diet, high END). So, his net total is +1, meaning he gains back 1 BLD and ½ BDY every 6 days rather than 7.*

Drugs, Disease & Poisons

Symptoms/ Effects

Some drugs, diseases and poisons do simple damage to BLD, just like being stabbed. The majority, however, have effects or symptoms that hit people with different intensities (depending on how much of the drug or poison they've taken or how bad they have the disease). Some symptoms are simply annoying and can not be saved against (e.g. red puffy skin). Some symptoms reduce attributes and can not be saved (e.g. a disease might cause "weakness" and reduce STH and SPD by 5). Some symptoms can be saved against (e.g. a poison might cause Vomiting, which can be saved against with a WIL +1d20 save). Failing a save might mean the PC is incapacitated, or it may even kill the PC.

The following lists some common symptoms/effects, what attribute is used to save against them, and what happens to a PC who fails such a save:

Anterograde Amnesia (INL): Cannot recall anything about his or her past.

Cardiac Arrest (END): 1 BLD damage per round.

Coma (END): Unconscious and unable to waken. With a failure of 10+ the user suffers cardiac arrest.

Delusions (WIL): Believes without reservation some thought or idea (e.g. I am impervious to bullets). 10+ failure means the PC cannot think of anything else (is oblivious to the world).

Dysphoria (WIL): Overwhelmed by unhappiness/depression and unable to initiate any activity.

Euphoria (WIL): Overwhelmed by pleasure and unable to initiate any activity.

Hallucinations (WIL): Senses things which he or she is unable to distinguish from real sensations. 10+ failure means the PC is unable to see, hear or feel real stimuli because of hallucinations.

Headache (WIL): -1 to all rolls per point of failure.

Insomnia (WIL): Sleep deprivation damage (see p.62) as 1 night without sleep.

Panic (WIL): Does anything to escape danger. With failure of 10+ the user makes random counterproductive actions.

Paralysis (WIL): Unable to move. With a failure of 10+ user is unable to breathe.

Physiological Shock (END): END = 0, all other attributes halved. 1 BLD damage per minute.

Pulmonary Arrest (END): 1 END damage per round, then 1 BLD damage per round.

Retrograde Amnesia (INL): Will not later remember anything that happened during intoxication.

Seizures (WIL): Loses consciousness for 1d6 minutes, loses all pooled END. With a failure of 5+ there is possible physical injury. With failure of 10+ there is brain damage (-1 INL, AWR or AGY).

Stupor (WIL): Unable to think, remember, concentrate or make decisions (INL = 1, WIL = 0).

Sudden Amnesia (WIL): Forgets where he or she is and what's going on, takes 1d6 rounds to remember.

Unconsciousness (END/WIL): Lasts 1 round per point of failure unless specified otherwise.

Vomiting (WIL): -20 to all other actions while vomiting.

Drugs

A drug can have different effects based upon when and how it is used. A drug can have:

-Normal dosage effects (a normal person taking one dose of the drug).

-Overdose effects (the effects of taking 2 times, 4 times and/or 8 times the normal dose).

-Withdrawal effects (the effects when the drug exits the user's system).

-Long term effects (the general effects of the drug for a habitual user).

-Long term withdrawal effects (the effects of withdrawal after habitual use).

-Tolerance (the extra amount an experienced user of the drug must take in order to have the same effect. When a person starts using a drug regularly, tolerance typically increases 10% per week until it reaches the maximum).

Most of these effects will have the duration of the effects listed. If a duration for overdose effects, long term effects, etc. is not listed, assume it is the same duration as the normal effects.

When a drug/poison effect requires a roll, e.g. "Effects: Vomiting (20)," the PC should roll once per hour, minute or day depending upon the unit of measurement used to describe the effects duration. E.g. "Effects: Vomiting (20) for 24 hours" means the PC should save vs. vomiting once every hour for 24 hours.

Addiction- Drugs can be addictive in one or both of the following ways:

Physiologically Addictive: Using the drug enough times changes the chemical balance of the brain and body such that the drug is needed for normal functioning. Without the drug the brain does not work right and addicts are driven to take more of the drug in order to "fix" things.

Psychologically Addictive: The addict's personality adjusts to the effects of the drug such that he or she can no longer handle reality (day-to-day life) without the drug.

Saving vs. Addiction- Each addictive drug lists the addiction difficulty for physiological and/or psychological addiction. To this difficulty is added the number of doses the person has taken without a significant break (of at least 24 hours). Saves are thus made as follows:

WIL + 1d20 vs. Psychological Addiction Difficulty + number of doses taken

END + 1d20 vs. Physiological Addiction Difficulty + number of doses taken

Cravings- Cravings first appear within 24 hours after an addicted character tries to stop using. PCs who are both psychologically and physiologically addicted must deal with 2 separate cravings. Cravings are saved against on WIL+1d20 vs. the Craving Difficulty of the drug. On the first successful save, the PC will not have another craving for 1 day. For each subsequent success, the time between cravings doubles. Most drugs do have special "triggers" which can cause a craving at any time, no matter how long it's been since the last craving.

Physiological cravings go away after a number of days equal to the Craving Difficulty. Psychological cravings never go away, they just get farther and farther apart.

If a PC fails a craving, he or she must do anything within his or her power to seek out the drug. If the PC gets a hold of the drug, he or she will use it immediately and will be back to a one day period between cravings. If a PC is searching for his or her drug of choice but cannot find it, the PC can make a new save vs. cravings every hour to give up searching.

Example: *After seeing the thing in the closet and passing out, Max has felt something crawling around under her skin. To help deal with these sensations she starts drinking heavily. Alcohol has a Physiological Addiction Difficulty of 15, a Psychological Addiction Difficulty of 15 and a Craving Difficulty of 20. Cravings for Alcohol can also be triggered by anxiety. Max ends up taking 10 doses in the course of several days. At the end of that period the GM makes her save vs. Physiological Addition (at END + 1d20 vs. 15 +10 (the 10 doses). Max fails and is not physiologically addicted to alcohol. She must also make a save vs. Psychological Addiction (at WIL + 1d20 vs. 15 +10). She fails at this roll.*

Now she is physiologically and psychologically addicted. When she tries to stop using not only does she experience the withdrawal effects listed for the drug, but within 1 day she must two saves vs. cravings at WIL + 1d20. She succeeds at both, and so her next craving will not be for two days. Two days later, she saves again and succeeds, it will now be four days until her next craving. Four days later, she saves again and succeeds. Eight days later, she saves again and succeeds. Before the next craving period, 20 days will have passed, which means she must no longer save vs. physiological cravings. Sixteen days later she saves only once, and succeeds. It will now be 32 days until her next craving.

Unfortunately, though, before that time she catches her boss eating a live mouse, he says nothing but stares at her until she leaves the room. She doesn't know what he is or what he's going to do, thus creating a great deal of anxiety. This triggers an immediate craving. This time, Max fails, and she is now forced to drop whatever she is doing and seek out some alcohol. She succeeds, getting the alcohol. She must make another save vs. physiological addiction (this time at END + 1d20 vs. 15 +1 (one dose)), but this time she succeeds. After the one dose she took wears off, the decides to quit again. She succeeds, and only has to deal with a psychological difficulty. However, her craving periods are now reset and she will experience another craving within 24 hours.

Disease

Contraction- When a PC is exposed to a disease, the PC must make a save vs. Disease Contraction (END + 1d20 vs. the Disease Contraction Rating of the disease). Diseases will have different contraction ratings depending upon how the PC is exposed. Breathing the same air as an infected person may have a Contraction Rating of 10 while sharing bodily fluids with a person may have a Contraction Rating of 40. If the PC makes the save, he or she does not catch the disease. If the PC fails then the PC has the disease at 1x symptoms.

Progression- Once a PC has a disease, the PC must fight to keep the disease from getting worse. Each disease has a Disease Progression Speed, which represents how quickly the disease will get worse. If the disease progression speed is 8 hours, then every 8 hours the PC must save vs. Disease Progression. Each disease has its own Disease Progression Rating (the difficulty to save vs. disease progression). For every consecutive failure to save vs. disease progression, the symptoms increase by 1 level (1x to 2x, 2x to 3x, etc.). However, if the PC succeeds at a save, the disease is "halted": it can no longer progress. From this point onward, a failed save vs. progression has no effect, but a successful save means the symptoms level is reduced (3x to 2x, 2x to 1x). When the symptoms level reaches 0, the PC is cured.

Treatments- Treatments can do two things. Some treatments help the PC fight the disease (give the PC plusses to save vs. disease progression). Other treatments only help reduce the severity of symptoms (most over-the-counter medications work in this way).

Immunity- Once a PC has defeated a disease, the PC has immunity to it, and gets +10 to save vs. disease contraction and progression from the same disease. The PC also gets +6 to save vs. disease contraction and progression from closely related diseases.

Example: *Marcos was exploring an abandoned building and examining a desiccated corpse when it suddenly surged forward and stabbed him. The wound was exposed to an infection with Disease Contraction Rating of 20, a Disease Progression Rating of 20, a Disease Progression Speed of 12 hours, can be treated by antibiotics, and has the following symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage for each progression.*

12 hours after being stabbed, Marcos makes a save vs. disease contraction at END (7) + 1d20 vs. 20. He fails, he now has 1x symptoms. He is -10 to save vs. heat exhaustion, has -5 STH, -5 SPD, takes 1 BLD damage and must save vs. vomiting (at difficulty 10). 12 hours later must make a save vs. disease progression (at END (7) + 1d20 vs. 20). He fails, and now he has 2x symptoms: -20 to save vs. heat exhaustion, -10 STH, -10 SPD, an additional 1 BLD damage and he must save vs. vomiting at 20 difficulty. Since Marcos only has 8 SPD, he now cannot even stand. Marcos' friends finally get him some antibiotics, which give +8 to save vs. disease progression.

After another 12 hours he saves again at END (7) +8 (antibiotics) +1d20 vs. 20. He succeeds: the disease is not halted, but he is still at 2x symptoms. 12 hours later he rolls again and fails, but since the disease is halted nothing happens, he remains at 2x symptoms. 12 hours later he rolls again and succeeds, now his symptoms are reduced by 1x. 12 hours later he rolls again and succeeds again, now the disease is gone.

Skills

Basic Skill Use

There are certain activities that anyone can try to do without being trained: prowling, climbing, jumping, seducing, etc. Skills are generally things that someone can not even try to do without some sort of special training. A person doesn't have to be a trained long-jumper to try jumping over a hole (though it helps), but someone does have to have some physics training to try to calculate the speed and acceleration of an object sliding down a smooth incline.

The majority of skills are "intellectual" and are rolled using INL. Other skills use the other attributes. Skills are purchased in levels, and are purchased with skill points at a cost per level set by the Day Job. For every level above the first, the PC gets +4 to any skill roll. Each skill has six possible levels which can be achieved:

(1) Interest: Characters have studied only the basic levels of the skill. They know enough to try anything, but their chances of succeeding at difficult tasks are very low. (+**0** to skill rolls)

(2) Hobby: Characters keep up on the skill but are far from masters in it. (**+4** to skill rolls)

(3) Pursuit: Characters have spent a large portion of their time practicing the skill or keeping up with the subject. They have a respectable knowledge of the skill. (**+8** to skill rolls)

(4) Study: Characters have spent a significant portion of their lives studying the skill. They know almost everything an average person studying the skill could be expected to learn. Characters have a professional level of knowledge about the skill. (**+12** to skill rolls)

(5) Expertise: This is the equivalent of a Ph.D. in the skill. Characters know subtleties about the skill that few people know exist. (**+16** to skill rolls)

(6) Mastery: This is everything a person could possibly know about the skill. There are only a handful of people on the planet as skilled as the PC. Starting PCs may not have level 6 in any skill without special permission from the GM. (**+20** to skill rolls)

Example: *Tim has Physics (3). Tim wants to calculate the radioactive decay of a batch of toxic waste. The GM says that this will be a moderate (20) difficulty use of the skill. Tim rolls INL +8 (because he has level 3) + 1d20 vs. 20.*

Rerolling Skills

Once a PC has failed a skill roll, he or she cannot reroll until the situation has significantly changed, e.g. the target of the skill is different, the PC is in different working conditions, the PC has been provided new information to jog his or her memory.

Distractions

Anything that distracts the PC (including most failed saves) will give a penalty to skill rolls. If the PC is trying to do two things at once (e.g. answer a question about US history while running) the PC is at -10 to the skill roll.

Skills & Time

When a PC uses a skill, it is assumed that a PC is taking as long as he or she needs to. This might mean one round (e.g. using Science: Archeology/Paleontology o realize that a certain plant is supposed to be extinct) or weeks (e.g. using Carpentry to build a house). PCs gain no plusses from taking extra time to complete a skill, but they do take a penalty if they are trying to rush.

Working Together

Two PC with equal levels in a skill can often work together, giving +4 to the skill roll (one PC makes the roll). PCs with unequal levels in the skill cannot work together (one knows so much more than the other that the other can't do anything to help).

Books

Books are manuals for using a certain skill. Using a skill with a book generally takes significantly longer than using the skill unaided (twice as long if the text is in a mental program, three times as long if it is in a searchable computerized format, four times as long if it is in printed form). There are three types of books:

Introductory Texts: Useless to PCs who already have the skill, but can temporarily give the equivalent of level one (hobby) in the skill to people who do not have the skill.

Reference Texts Unusable by people who do not have the skill, but for those who do have the skill they increase the skill level by one (max. 6).

Introductory/Reference Texts: Can be used either way.

Not every skill has a book available (for many skills a book would be useless).

Combat Skills

Each combat skill lists fighting actions and/or reactions which are learned as part of the skill. In addition to any plusses listed in the skill, the PC gets +4 for every skill level above the first to each of these actions and reactions. Most combat skills only allow the plusses to work on certain weapons.

Some skills start with a negative on one of the actions/reactions. This does not mean that a PC with one level in the skill has a penalty. It only means that this is something that the PC doesn't benefit from until he or she gets multiple levels of the skill. For instance, if a skill gives -4 to Blinding Strike, then at level 1 the PC gets no benefit, at level 2 (-4 +4) the PC still gets no benefit. At level 3, however, (-4 +8) the PC does get +4 to blinding strikes.

Example: *Fenn has Knife Throwing (4). The skill lists the following plusses when throwing knives or similar weapons:*

+2 per level to initiative

+4 to Strike

+0 to Vital Strike

-4 to Blinding Strike

No penalty for targeted strikes.

Because Fenn has 4 levels in the skill, he gets +12 to all of the listed combat actions and reactions, so Fenn's actual plusses are:

+8 (+2 x 4) to initiative

+16 (+4 +12) to Strike

+12 (+0 +12) to Vital Strike

+8 (-4 +12) to Blinding Strike

No penalty for targeted strikes.

If a PC has different skills that give plusses on the same action with the same weapon (e.g. Street Fighting: Armed and Knife Fighting both give plusses to Vital Strike with knives) the PC takes only the highest bonus for each action (the plusses do not combine).

Vehicle Skills

Normal skills list example things that a person with that skill could do at each level of difficulty (an easy thing, a moderate thing, a hard thing, etc.). Vehicle skills list a number of "maneuvers" that a person with that skill can do, each with a corresponding difficulty. For example, one of the maneuvers that people with the motorcycle skill get is "Stairs (20): Go up or down stairs or similar impediments." Maneuvers are rolled as normal skill rolls, but they have two special modifiers: maneuverability and speed.

Maneuverability: A rating of a particular vehicle that tells how good or bad it is at complex maneuvers. Maneuverability is expressed as a plus or minus to all maneuvers done with the vehicle.

Speed: For some maneuvers (jumping, stairs), going fast is good, but for the majority of maneuvers going too fast makes the maneuver harder. Unless the GM decides that this is a fast maneuver, the difficulty for the maneuver is whichever is higher: the difficulty listed in the skill description or the current SPD of the rider.

Example: *Rakesh, who has Motorcycle (3), is chasing after someone on his motorcycle and is confronted with a flight of stairs. At the bottom of the stairs he will have to make a sharp turn or hit a wall. Rakesh is going at 30 SPD when he hits the stairs. The GM decides that Rakesh will not take a SPD penalty while going down the stairs. Rakesh rolls AGY (15) + 8 (skill) +15 (the maneuverability of the motorcycle) + 1d20 vs. 20 (the difficulty listed for Stairs in the Motorcycle skill description). Rakesh makes it easily. At the bottom of the stairs is the sharp turn, and the GM says that he will make Rakesh take the SPD penalty. Rakesh rolls AGY (15) + 8 (skill) +15 (maneuverability) + 1d20 vs. 30 (his current SPD).*

Maneuvers as Combat- The maneuvers Ram, Trample and Swerve can be used as combat actions and reactions. They can be opposed by other combat actions and reactions by people on foot.

Example: *Rakesh wants to use the Trample maneuver to hit Lew (who is on foot). On Rakesh's action, he makes a Trample maneuver roll. As a reaction, Lew dodges. Rakesh succeeds by 5, Lew succeeds by 7, thus the dodge is successful.*

Non-Skills

A PC can try anything without using a skill. The PC simply narrates what he or she does.

Example: *Flagg has no demolitions or electronics skills of any kind and he's trying to disarm a bomb. The GM doesn't make him roll a skill roll, doesn't even make him roll INL. The GM simply describes the bomb and asks Flagg what he does. Flagg decides the best thing to do is grab a handful of wires and yank them out all at once. The GM narrates the result…*

Unless they have some special disadvantage, PCs are expected to be able to do normal things that anyone can do, including: read, eat, dress, keep clean, stay afloat in water, use a pistol, read a map, cook a meal, tie a knot, tell a lie, recognize symptoms of serious illness, etc.

Fighting

In Brief

Combat begins by determining initiative (who acts first), then proceeds though a number of rounds until combat is finished. Each round, each participant gets one action (used in order of initiative) to use against an opponent and one reaction to react defensively to something done to him or her. There are many types of combat actions and reactions, each with a different intended result, different difficulty and using different attributes. There are also many factors that can modify the difficulty for an action or reaction, including skills, properties of the weapon and environmental variables.

Attributes in Combat

The following gives a basic idea of how attributes figure into various combat maneuvers:

AGY- Adds to the speed and accuracy of an action/ reaction.

AWR- Adds to actions that require noticing and reacting to a flaw in the enemy's defenses, an attack, etc.

INL- Adds to actions that require the use of knowledge (e.g. knowing where to strike to hit a vital organ).

SPD- Adds to actions that involve quick and powerful footwork.

STH- Adds to the damage and pure force of an attack.

Initiative

At the beginning of combat, each participant makes an AWR + INL + 1d20 roll. The fighter with the highest roll will get the first action in the round, the second highest will go next, etc. The next round, initiative is the same. Initiative must be re-rolled every time there is a break in the action (e.g. fighters stop to taunt each other).

Surprise- The fighter who initiates combat should get a bonus to initiative, from +5 to +15, depending upon how much of a surprise the combat was to the other fighters. Also, characters who are completely unaware that they are the victims of an action (e.g. are hit unaware by a sniper) do not get a reaction.

A Combat Round

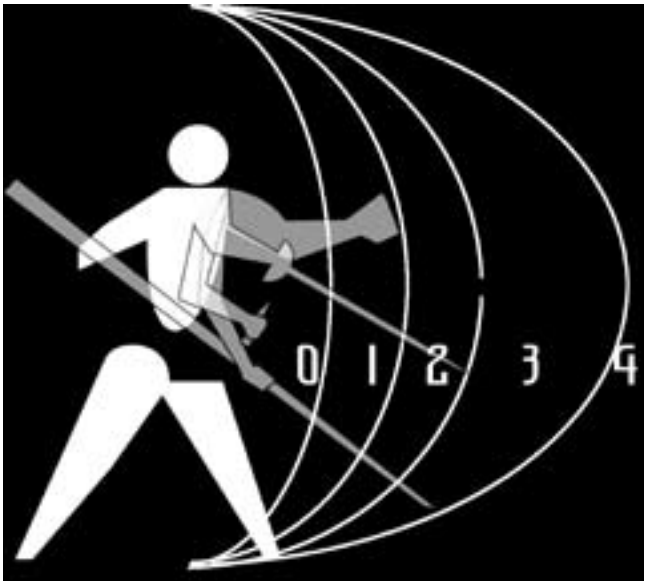
A combat round is a period of time, approximately equal to half a second, during which each participant gets one action and one reaction. The character's reaction is made in response to any attack against him or her at any time during the round.

Converting Actions & Reactions- Characters do not have to use their actions and reactions at the designated time; they can do any of the following:

-Wait and use their one action at the end of the round.

-Give up their action for that round in order to gain an extra reaction (no penalty).

-Turn a reaction into an action (at extra difficulty, see Simultaneous Action, below).



Range

Each weapon has a range. This is how close to or how far away from an opponent a character must be to use that weapon against that opponent. A sword might have a range of 1-2, this means that at range 0 you are too close to use it and at range 3 you are too far away. Jumps (see Noncombat Actions and Reactions) can be used to get into the proper range.

Range 0: Short knives, biting and clawing, minimum range for small pistols.

Range 1: Punches, kicks, knives, short swords, disarm and crippling strikes.

Range 2: Long swords, chain weapons, minimum range for shotguns & rifles.

Range 3: Pole arms, broadswords, whips.

Range 4: Projectile weapons.

Why keep track of range? First, because range gives a benefit to opponents with longer weapons. Second, range gives a benefit to opponents who are defending (since the attacker must use an action to step forward).

Resolving Combat

A combat action is an attempt to do something to someone else during combat. Like any other attempt to do anything (that the GM decides requires a dice roll) the character's action fails if the player cannot match the difficulty. If the player matches or exceeds the difficulty, the action will succeed unless it is opposed. Like all opposed rolls, the defender must make an opposing action (a reaction) and succeed (beat the difficulty) by more than the attacker succeeded. In other words, whoever does a better job, the attacker or defender, wins.

Action/Reaction Example

Attacker's Action:	Defender's Reaction:
Strike (Handheld)	Dodge

The attacker declares the action first: an attack with some handheld weapon. The defender then chooses to use his or her reaction to dodge the blow.

Attacker's attributes:	Defender's Attributes:
STH+AGY = 23	AWR+AGY = 30

Each action or reaction uses specific attributes, a handheld strike uses STH and AGY, a dodge uses AWR and AGY. The combatants add those attributes.

Attacker's 1d20 roll:	Defender's 1d20 roll:
14	5

Attackers add their attributes to the result of their roll on a 20 sided die. If attackers had applicable skills or situational modifiers, those would be added in as well.

Attacker's Roll vs. Difficulty:	Defender's Roll vs. Difficulty:
Total of 37 vs. difficulty 25	Total 35 vs. difficulty 25

Each combatant's combined attributes plus 1d20 rolls are compared to the difficulty of the given action. Both the attack and dodge have a difficulty of 25. Here, both combatants beat the difficulty for their respective actions.

Attacker's Success:	Defender's Success:
37 – 25 = 12	35 – 25 = 10

Success is the amount by which a player beats the difficulty for the action. Since the strike and dodge are opposed, the person with the most success wins. Here, the attacker's success is more than the defenders (by 2 points, making it an opposed success of 2). The attacker wins and inflicts damage upon the defender (the goal of that particular action).

Noncombat Actions

These are actions which are useful during combat but they do not directly effect opponents and so the opponents can not react to them. The GM usually won't require a player to make difficulty rolls for these actions.

Draw- Ready a weapon for attack (may take more than one round if the weapon is not readily available).

Aim- Aim a projectile weapon at an enemy and follow any movement the enemy makes. If the character later makes an attack against the enemy with that weapon (without their aim having been interrupted) the character gets +4 to the roll.

Rise- Rise to standing from a prone state.

Jump- Move up to 4 range units closer to or farther away from the opponent. See Range (p.68).

Modifiers

Any factor can realistically modify the difficulties for actions and reactions in a combat. GMs will determine bonuses and penalties for each situation. Some common modifiers follow:

Aim	+4 to roll	The attacker has just aimed at the target (see Noncombat Actions)
Blinded (Full)	-15 to roll	This is the penalty when a fighter's vision is completely obscured.
Blinded (Partial)	-7 to roll	This is the penalty when a fighter's vision is partially obscured or blurred.
Burst	-4 to roll	The character is firing more than one shot at once (up to the max. Rate Of Fire listed for that weapon). If the action is successful, each shot does damage.
Extended Action	+5 to roll	The character puts his or her whole body into an action (+5) but in doing so sacrifices his or her balance (-10 to next action or reaction). Not possible with projectile weapons.
Improvised Weapon	-8 to most rolls	See Improvised Weapons (p.73) for more.
Leaning	-10 to roll	While leaning over to attack something below the character's knees, he or she is at -10 to the roll for any action or reaction.
Mounted	-4 to roll	This is the penalty to make a combat action from atop a moving vehicle or animal. Note that in order to hit opponents, mounted PCs must typically lean (see above). When the PC is moving he or she is at +4 difficulty to hit.
Paired	-4 to roll	The character is attacking with two weapons simultaneously. If the action succeeds, both weapons do damage.
Prone	-8 to roll	Penalty does not apply to kicks or projectile weapons. Because of their reduced profile, prone characters are –8 to hit with a projectile. See also Stomp (p.71).
Simultaneous Action	-20 +WIL to roll	The character makes an action as a reaction: he or she reacts to an action directed towards him or her with another action. Both actions happen simultaneously and neither are opposed. –20 to the roll, but WIL is added in as a third attribute. A will higher than 20 will not give a bonus to the action.
Split	-10 to rolls	The character splits one action into two actions or one reaction into two reactions but gets -10 to each. Actions created in this way must be used at the same time; reactions can be saved for later in the round.
Targeted	-4 to roll	The damage done by a successful attack is done to a specific part of the enemy predefined by the attacker (depending upon the part, the attack might do less damage than normal, but never more).
Underwater	-8 to roll	Because water reduces momentum, all attacks do ½ damage underwater. Characters without any swimming skills can typically move at ¼ their SPD underwater.

Combat Actions

These are actions that every person can attempt, even people with no combat training whatsoever. Actions that only people with special training can do can be found in the combat skills section (p.16).

Actions	Vs. Reactions
-Each character gets one per round.	-Each character gets only one per round.
-Characters get to use their actions in an order determined by initiative.	-A character can only use a reaction when he or she is the target of an action.
-Actions can be traded for reactions at no extra difficulty.	-A character can use a reaction as an action at extra difficulty (+20 +WIL).
-Characters can wait until the end of the round to use an action.	-If the character is not acted upon in a round, he or she gets no reaction.

Area Attack

Goal- Hit everything in a given area with bullets or other projectiles.

Roll- INL + Number of shots fired + 1d20 vs. 10 + size of area in feet (or +3 per m.).

Weapon- Any that can shoot more than once per action

-Each victim can react separately to the attack.

-This is the only action which doesn't suffer from blindness penalties: the character can fire at an area without seeing it. Distance penalties for projectile weapons do apply.

-When declaring, define an area to spray. Roll a separate success roll for each person in the area.

-Each victim hit takes damage from one projectile.

Blinding Strike

Goal- Damage victim's eyes to blind him or her.

Roll- INL+AGY+1d20 vs. 30

Weapon- Anything that damages eyes or flesh around the eye or any substance that can obscure vision or makes eyes shut involuntarily.

-Most weapons only partially blind (a nail can only poke out one eye at a time, sand will only partially damage vision).

-Some weapons fully blind on a successful strike (e.g. a caustic chemical spray). See Improvised Weapons: Blinding Substances (p.74) for more.

Crippling Attack

Goal- Damage a limb so as to make it unusable.

Roll- STH+INL+1d20 vs. 30

Weapon- Anything that can cut tendons, break bones or dislocate joints (must be able to do at least ½ point of damage had this been a normal strike).

-A successful crippling attack cripples one limb.

-A person can continue to stand on one leg but is at SPD 1, -7 to all actions and reactions, and is -20 to save vs. loss of balance.

Disarm

Goal- Knock the opponent's weapon from his or her hand.

Roll- STH+AGY+1d20 vs. 30

Weapon- Fists, kicks or anything which can cause a wrist to lose tension.

-Usually a strike to the wrist, though it may be a strike to the weapon itself.

-The victim can resist with an opposed STH feat (STH+1d20 vs. 20) as a reaction.

Grab

Goal- Immobilize one limb or one weapon.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, or anything which can grab (e.g. a snare).

-Once a limb or weapon is successfully grabbed, the grab remains until it is broken. The grabber can choose to let go, or the victim can use an action to make an opposed STH roll against the grabber. Any successful pain/stun attack against the grabber will also cause the hold to be broken.

Grab (Pain)

Goal- Immobilize a limb so that the victim can not move without pain.

Roll- STH+INL+1d20 vs. 35

Weapon- Hands

-The victim's arm is simultaneously grabbed and twisted so that the victim must make a save vs. pain (WIL+1d20 vs. 20) to move in any way.

-The victim's free limb is still usable but usually on the opposite side of the body from the grabber.

Grab (Strangle)

Goal- Cut off blood and air flow through the neck.

Roll- STH+AGY+1d20 vs. 25

Weapon- Hands, anything that can be wrapped around the victim's neck, or anything hard that can pin the neck against a stable surface.

-Grab can be broken by opposed STH roll or pain/stun attack.

-During the hold, the victim loses 1 pooled END per round then 1 BLD per round. If the hold is broken before the victim dies, the lost BLD and pooled END return one each per round.

-Both the victim's hands are free during the grab.

Grab (Wrestling)

Goal- Use multiple limbs to immobilize the victim's limbs.

Roll- STH+INL+1d20 vs. 30

Weapon- Hands

-Goal is to get the victim in a hold that is easier to maintain than it is to break free from. To break hold victim must make hard (30) STH feat while holder makes easy (10) feat.

-Takes one limb to immobilize a limb (e.g. to immobilize both the victim's arms, attacker must use both his or her arms).

Knockaway

Goal- Do damage and knock the victim backwards.

Roll- STH+AGY+1d20 vs. 25

Weapon- Anything capable of inflicting two or more points of blunt damage over a wide area, e.g. a punch by someone with 16+ STH.

-Victim takes 1 point of blunt damage and is knocked back one range unit per point of opposed success.

-Even if the damage is absorbed by armor, the victim is still pushed backwards.

-Victim must make a moderate save vs. loss of balance (AGY+1d20 vs. 20) to avoid falling down.

Knockdown

Goal- Knock the opponent to the floor.

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of hooking legs or pushing the victim over through sheer force.

-If successful, the victim is knocked down with no save. See p.69 for more on prone fighters.

Knockout

Goal- Knock the victim unconscious.

Roll- STH+AGY+1d20 vs. 30

Weapon- Anything capable of doing 1 or more points of blunt damage

-If successful, the victim can make an opposed save vs. unconsciousness (WIL/END+1d20 vs. 20). If they can not successfully oppose the knockout, the victim is knocked unconscious for one round per point of the attacker's opposed success.

-For every successful knockout, there is a chance of serious damage to the victim, whether the attacker desires it or not. Generally, if the attacker's opposed success is more than 10, the attack also does 1d6 damage to BLD.

Pain/Stun

Goal- Stun the victim by causing him or her pain.

Roll- INL+AGY+1d20 vs. 25

Weapon- Nearly anything capable of blunt, bladed or burn damage or otherwise capable of causing pain.

-If the attack is successful the victim must make an opposed save vs. shocking pain (difficulty 20). If the victim fails by a difference of less than 10, the victim loses his or her next action. If the victim fails by 10 or more, the victim wes his or her next action and reaction.

Slash

Goal- Cause damage, distracting pain and disfigurement by an attack on the face or any other sensitive area.

Roll- INL+AGY+1d20 vs. 25

Weapon- Anything capable of cutting or tearing long gashes in flesh.

-Does ½ point BLD damage and the victim must make an opposed moderate (20 difficulty) save vs. distracting pain. Victim suffers a -1 penalty for each point of opposed failure in this save.

Stomp

Goal- Do 2x damage to victims lower than the attacker.

Roll- SPD+STH+1d20 vs. 25

Weapon- Feet.

-The victim must be below the knees of the attacker.

-Because this attack uses the full weight of the attacker against the victim, it does double the damage of a normal kick.

Strike (Handheld)

Goal- Do damage to the victim.

Roll- STH+AGY+1d20 vs. 25

Weapon- Any handheld weapon capable of doing damage.

-If successful, it does the normal damage listed for the weapon.

Strike (Projectile)

Goal- Damage to the target.

Roll- INL+AGY+1d20 -1 per functional range unit vs. 25

Weapon- Any projectile weapon.

-For every one Function Range (FR) unit away the victim is, the character takes a -1 penalty to the roll (see Projectile Weapons, p.73).

Tackle

Goal- Knock both the attacker and the atackee to the ground.

Roll- SPD+STH+1d20 vs. 20

Weapon- Body

-If the tackle is successfully dodged, the attacker must make a save vs. loss of balance to avoid ending up on the ground.

-A tackle does no damage.

Vital Strike (Bladed)

Goal- Use a bladed weapon to damage vital areas.

Roll- INL+AGY+1d20 vs. 35

Weapon- Any weapon that does bladed damage.

-Bladed damage that penetrates armor is doubled.

-Blunt damage is not doubled.

-This is an attack on an area where bladed damage is especially harmful (e.g. neck, heart).

Vital Strike (Blunt)

Goal- Use a blunt weapon to damage vital areas.

Roll- INL+STH+1d20 vs. 40

Weapon- Any weapon that does blunt damage

-Blunt damage that penetrates armor is doubled.

-Bladed damage is not doubled.

-This is an attack on an area where blunt damage is especially harmful (e.g. neck, temples).

Wing

Goal- Damage easy to hit but non-vital parts.

Roll- INL+AGY+1d20 vs. 20

Weapon- Any weapon capable of doing damage.

-Aimed at exposed yet non-vital body parts (e.g. arms, thighs and ribs).

-Any damage not absorbed by armor is cut in half.

Reactions

Dodge

Goal- Sidestep or duck under the path of the weapon.

Roll- AWR+AGY+1d20 vs. 25

-After a successful dodge, the defender is still in roughly the same place as he or she was before.

Entangle

Goal- Stop and trap the weapon.

Roll- INL+STH+1d20 vs. 30

-Requires something that can stop and trap the weapon (e.g. chain, meat hook, trident, jacket, folding chair).

-If successful, the action is blocked and the attacker must use another action to unentangle the weapon.

Flip

Goal- Dodge attack and knock over attacker.

Roll- AGY+STH+1d20 vs. 35

-This requires that the attacker make a lunge (punch or attack with a handheld weapon) and that the defender must be close enough to use the momentum to flip the attacker over a pivot point (usually the defender's shoulder).

-If successful, the attacker is knocked down with no save.

Drop

Goal- Drop below the path of the weapon.

Roll- AWR+AGY+1d20 vs. 20

-Whether successful or unsuccessful, the defender ends up on the floor at the end of the reaction.

Jump

Goal- Jump out of weapon's range.

Roll- SPD+AGY+1d20 vs. 25

-Unlike the Noncombat Action: Jump, this is in reaction to a specific attack.

-Determine how many range levels the character needs to move to be out of the range of the weapon.

-+10 difficulty for every range level beyond the first.

-If the defender beats the difficulty but doesn't beat the opposed action, the PC gets hit but ends up out of weapon's range at the end of the reaction.

-Can also be used to jump towards the opponent, e.g. jump towards an opponent to get too close to be hit by a shotgun.

Mental Block

Goal- Resist attempted mind control (especially psychic attacks).

Roll- WIL+1d20 vs. 20

-This is only useful against attacks that go directly to the character's mind.

Parry

Goal- Block the attacker's weapon.

Roll- STH+AGY+1d20 vs. 25

-Be sure to declare what you are blocking and with what.

Advanced Combatants

Combatants with extremely high attributes or high levels in combat skills may find it useful to use split actions and reactions as well as simultaneous actions.

For instance, a very skilled attacker may split her action and do two actions at once, e.g. a stomp on the opponent's ankle (a pain/stun attack) and a punch in the ribs (strike). The attacker will be at -10 to each of these actions. The victim cannot defend against both unless he splits his reaction and takes a -10 penalty to each.

Or, a very skilled defender may split a reaction in order to defend and make a simultaneous attack. For instance, the defender may step to the side (a dodge) and simultaneously slash at the attacker's neck (a vital strike). The defender is -10 to the dodge and is -30 and +WIL to the Vital Strike (-10 from the split, -20 +WIL from the simultaneous strike).

Advanced fighters may also split reactions and save them for later in order to react to an unexpected attack (such as a simultaneous Strike).

Projectile Weapons

Range- When making any action with a projectile weapon, the PC takes a penalty equal to the number of range units away the target is. For example, if a weapon has a FR (Functional Range) of 5 ft. then for every 5 ft. away the opponent is (rounded down) there is a -1 penalty. A target 60 ft. away would be -12 to hit with that weapon. Weapons also have a Maximum Range (MR) beyond which the weapon can not do damage.

Cover- A character who lies flat, facing the enemy (reducing his or her profile) is very hard to hit with projectile weapons (-8 to hit). Any type of cover can give the enemy a minus to hit depending upon how much of the character's body is protected. Treat this as armor: standing partially behind a tree might have an AR of 5 and a PR of 15 bladed/blunt (from that one direction only).

Fighting Non-Humans

Machines- Non-Biological opponents do not have BDY, BLD or INCY. Instead, each device has an amount of blunt or bladed damage that, if it takes, will cause it to cease functioning. One machine, for example, may be able to take 4 blunt or 9 bladed damage before it stops working.

Size- Animals and machines which are bigger or smaller than humans are easier or harder to hit (see table). Also, small opponents can only take limited blunt damage because, instead of absorbing the damage, the opponent goes flying (unless the opponent is crushed against something).

Size	to hit
bee	-20
rat	-10
cat	-5
human	0
horse	+5
elephant	+10
house	+20

Special Attacks- Sense should be used in fighting non-humans. For instance, a blinding strike would be silly against a monster that does not depend upon its eyes, a rhinoceros would not be very susceptible to a knockdown attack by a human, etc. Without some knowledge of mechanics, a vital strike against a machine would be impossible. Vital and pain stun strikes on alien creatures depends upon the attacker successfully guessing what areas to hit to cause pain or do vital damage.

Swarms- A swarm is a group of small animals attacking the character that are so numerous we treat them as one entity. A swarm can not be parried or dodged, only run from.

Armor can help the character: any portion of the character's body which is covered by armor can not be attacked. The amount of the character's body which is protected is the ratio of the AR to 20. So, a character with AR 10 could only be attacked by half the swarm at once. A character with an AR of 5 could only be attacked by three-fourths of the swarm.

Most swarms do not dodge and instead make simultaneous strikes at no minuses (for convenience's sake, assume that all swarm animals which can attack make a successful strike). Characters, on the other hand, usually can't kill more than a few swarm animals with each strike, except with certain weapons like poison sprays or flame throwers.

Weapon Specific Difficulties

The difficulties listed for the various actions and reactions represent the difficulty with the "typical" weapon someone might use to do that action or reaction with. Some weapons are designed so that some actions/reactions are easier, while others are much harder. For instance, a sledgehammer is so heavy and awkward that it is hard to make a strike with it. On the other hand, a whip is designed for pain/stun attacks and so such an attack would be easier. In weapon profiles, special actions and reactions are listed as:

Very Easy (-8 difficulty)
Easy (-4 difficulty)
Hard (+4 difficulty)
Very Hard (+8 difficulty)

Improvised Weapons

Normal objects can be used as weapons but since they are not designed as weapons they have higher difficulties to use. Many will also break after the first attack.

Slashing Weapons: Any object with a cutting edge strong enough to cut flesh does 1 bladed damage. The PC is at -8 to any actions with this weapon <u>except</u> pain/stun, blinding and slash.

Poking Weapons: Objects with a point on them strong enough to be driven into flesh do ½ point of bladed damage. The PC is at -8 to any actions with this weapon except blinding strike, pain/stun and vital strike.

Blunt Weapons: Blunt objects with a good handle can do between 1 and 3 blunt damage. The PC is at -8 to any actions with these weapons except strike and pain/stun.

Thrown Objects: Any heavy object without a handle can be thrown at an enemy. If a character attacks someone with a huge rock at point blank range, we can simply say that is was a throw at 0 ft. They have normal difficulties but the following ranges:

Weight	Functional Range	Dmg
1-2 lbs. or ½-1kg.	3 ft. or 1 m.	½
3-5 lbs. or 1-2½ kg.	3 ft. or 1 m.	1
6-10 lbs. or 2½-4½kg.	2 ft. or ½ m.	2
11-20 lbs. or 4½-9kg.	1 ft. or 1/3 m.	3
21-99 lbs. or 9-45kg.	½ ft. or 1/8 m.	4
100+ lbs. or 45+ kg.	½ ft. or 1/8 m.	1 dmg/ 20lbs. or 10 kg.

Blinding Substances: Any substance which can be thrown in the eyes. PCs can make a blinding attack with these substances at no minuses. They can be thrown only within a range of 5 ft. (1.5 m.). Most of these substances can be avoided by closing one's eyes (a very easy dodge). A successful attack, though, will partially blind (-7 to all actions or reactions) or fully blind (-15 to all actions/ reactions) the opponent for a length of time, depending upon the causticity of the substance. Extremely caustic substances (like bleach) will not only blind but act as a pain/ stun strike on a successful blinding attack.

After Combat

After combat is finished, PCs who have taken injuries should seek out medical attention. The best case scenario is that someone with the Emergency Medicine skill and proper medical equipment can immediately treat wounded PCs. Immediate and proper medical care will eliminate the following post-combat complications:

Bleeding- For each point of bladed damage a PC has taken, that PC will lose another ½ point of BLD over the next 15 minutes unless the wound is cared for (tourniqueted, cauterized, stitched up).

Pain- When the endorphins the body produces in an emergency wear off, the PC will feel every bit of damage done. The PC must save vs. distracting pain with a difficulty of 5 for each point of damage done.

Infection- Unless a wound is disinfected, the victim risks a serious infection. For every point of bladed damage a PC has taken, the PC must make a save vs. disease contraction with a difficulty of 10 per point of damage (max. 30). Note that burns and ragged damage (see Other Types of Damage, p.62) increase the chances of infection and are very difficult to treat using medical skills. If the PC fails the save vs. contraction, he or she suffers from a disease with the following profile (see p.64 for more on fighting diseases): Disease Progression Rating: 20. Disease Progression Speed: 12 hours. Treatments: Antibiotics. Symptoms: For each 1x the victim suffers from an aggregate fever (-10 to save vs. heat exhaustion), Vomiting (10), weakness (-5 STH, -5 SPD) and 1 BLD damage.

Simple Combat Example

Rusty and Juanita are in a fight:

Rusty: 12 AWR, 8 AGY, 10 INL, 6 SPD, 14 STH, 7 WIL, 3 BLD, 5 BDY, 4 INCY. No combat skills. Has a hunting knife (range 0-1, damage: 2½ bladed). No armor.

Juanita: 8 AWR, 10 AGY, 13 INL, 16 SPD, 4 STH, 8 WIL, 4 BLD, 4 BDY, 4 INCY. Kickboxing (2) (gives +8 to wing, +8 parry, +8 to knockaway, +4 to strike with her feet). No weapons. Her kicks do 1½ blunt damage. No armor.

GM- Roll initiative.

Rusty- (rolls INL (10) + AWR (12) +1d20) 28

Juanita- (rolls INL (13) + AWR (8) +1d20) 23

GM- Rusty, you get the first action. What do you do?

Rusty- I'm doing a split action, I'm moving into range 1 and doing a strike at Juanita with my knife.

GM- Juanita, are you reacting?

Juanita- I'm going to dodge.

GM- Okay, roll. Remember, Rusty, since you split your action you're -10 to each action. The jump into range will succeed automatically, but you're -10 to hit.

Rusty- (rolls STH (14) + AGY (8) -10 (split action) +1d20 vs. 25) I got 27, that's 2 success.

Juanita- (rolls AWR (8) + AGY (10) + 1d20 vs. 25) I got 26. Only one success.

GM- Okay, the knife hits you Juanita, and does 2½ damage to your BLD. Okay, Juanita, now it's your action.

Juanita- I'm going to make a strike with my feet.

Rusty- I'll block with my arm.

GM- Okay, roll.

Juanita- (rolls STH (4) + AGY (10) +4 (skill) + 1d20 vs. 25) I succeeded by 8.

Rusty- (rolls STH (14) + AGY (8) + 1d20 vs. 25) I succeed by 12.

GM- Okay, Rusty parries the kick. Next round. Rusty, your action. What do you do?

Rusty- I'm going to make a strike against Juanita with my knife.

GM- Okay, Juanita, your reaction?

Juanita- Um… I'll parry with my leg.

GM- Are you parrying the knife blade?

Juanita- Hell no. I'm going to parry his arm. I'm close enough to do that, right?

GM- Yeah.

Juanita- Well that's what I'm doing.

GM- Okay, roll.

Rusty- (rolls STH (14) + AGY (8) +1d20 vs. 25) I got 3 success.

Juanita- (rolls STH (4) + AGY (10) + 8 (skill) + 1d20 vs. 25) I got 30. Five success.

GM- Okay, you kick the blade out of the way. Juanita, it's your action.

Juanita- I'll do a knockdown, with my feet.

Rusty- I'll let her kick me and do a simultaneous strike.

GM- Okay, roll.

Juanita- (rolls STH (4) + AGY (10) + 1d20 vs. 30). Two success.

Rusty- (rolls STH (14) + AGY (8) +WIL (7) +1d20 vs. 45). Five success.

GM- Okay. Juanita, you take another 2½ damage to your BLD. Rusty, your knocked on the ground.

Juanita- My BLD is zero now, and I'm down to 3 INCY.

GM- Well, you've just been mortally wounded. From now on you'll be losing a point of pooled END every round. Rusty, it's your action.

Rusty- I'll get up.

Juanita- While he's doing that, I'm going to run away.

Tips for GMs: Keeping Combat Quick

1. Never let the PCs get into a fair fight. Either the PCs should be ambushed, or the PCs should be doing the ambushing, or the PCs should be vastly superior to the people or things they are fighting, or the PCs should be vastly inferior to their opponents.

2. Enemies run away, surrender or play dead when they realize they are getting their asses kicked.

3. Figure out the NPC fighter's typical reaction and typical reaction ahead of time and calculate it (e.g. this opponent strikes at 1d20 vs. 3).

4. NPC fighters only make simple actions (e.g. strike and dodge, no extended simultaneous split actions).

5. Don't bother keeping track of END if the battle is only going to last a few rounds.

6. Give opponents weapons with the same range as that of the PCs – this makes for a lot less jumping around during battle.

7. Start PCs and opponents in weapons range of each other.

8. Instead of calculating and rolling for every effect of a poison on an NPC opponent, just give the opponent a flat penalty to all actions and reactions. E.G. instead of the large list of symptoms of Monkshood, just say that a person hit by it takes 1 BLD and a progressive -10 to all rolls per round until dead.

9. Give each player only a limited amount of time to declare an action or reaction.

Everything we think we know is a lie. This world is a prison. From our births to our deaths and beyond, our fates have been planned. Our captors are everywhere, watching us, manipulating us, laughing at us. Those who tell the truth are ridiculed, locked up in asylums. Great power and great danger await anyone who seeks the truth. But out worst enemies aren't the things that watch us from the shadows, or the men who secretly rule the world, or the invisible parasites that crawl all over us. Our worst enemies, our cruelest captors, our most devious saboteurs, are ourselves.

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